





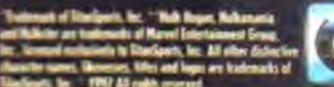
# 'Er, excuse me newsie person but my free disk seems to have done a runner'







Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as DOODLES. You are transported into COOL WORLD and seduced, through engaging messages, by the Doodle vamp... HOLLI. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and COOL WORLD. But Holli's dream is to shed her Doodle indentity... to become a real woman - with a real interest in Jack! Her dream could destroy both worlds. Kiss goodbye to Jack... and hello to oblivion!





Once again, I Rampage\* To and many mo against tag te Watch them it Match at Mad and skill. Wo the European

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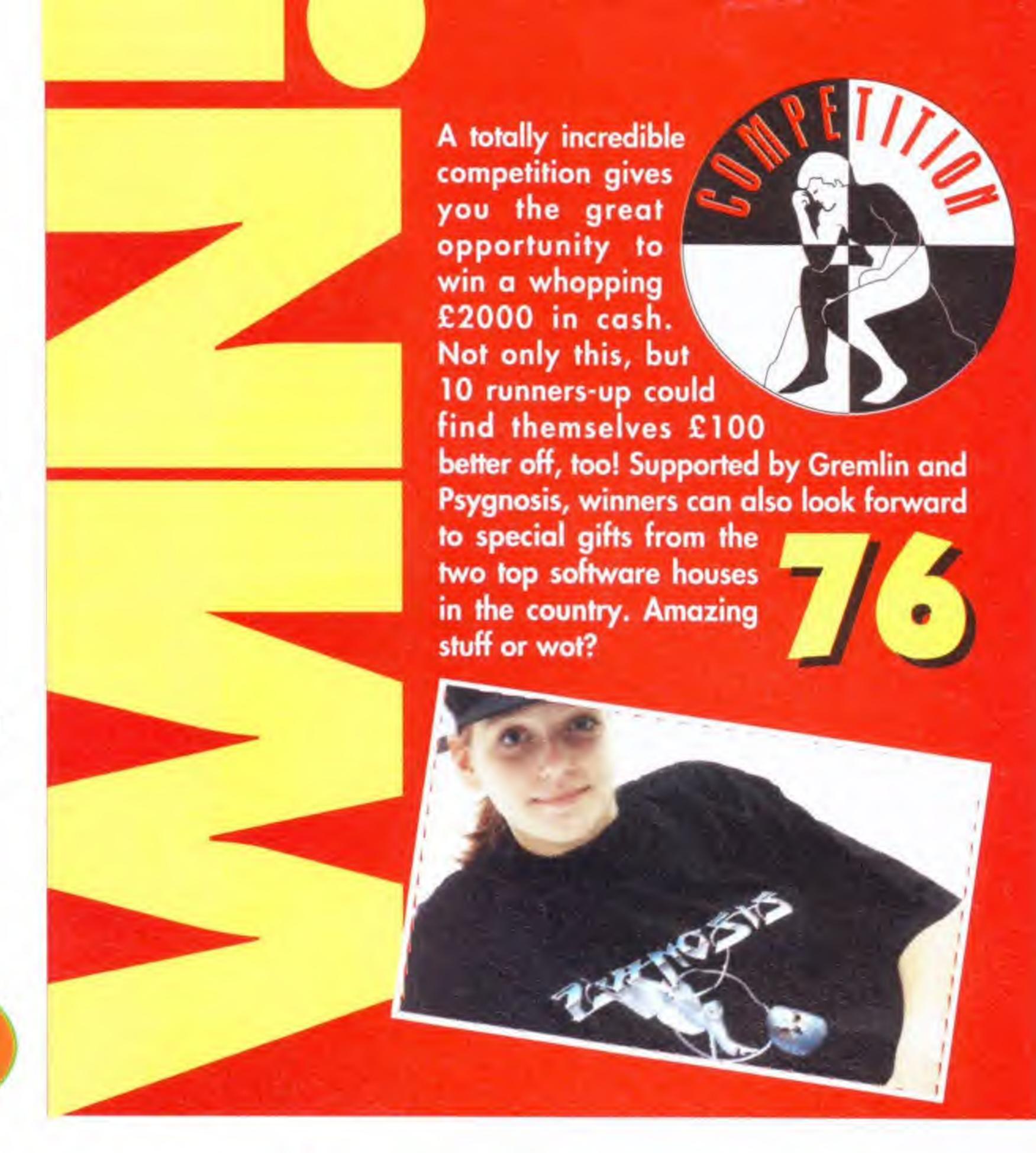
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# NEVER MIND THE WIDTH, FEEL THE QUALITY.

Every month, we strive to improve Amiga Action. This month, for instance...

19 reviews, a huge £2000 cash prize compo and 7 pages of GTGAs! The first reviews around! We reviewed Zool months before anyone else did, and now we bring you Streetfighter II! The only magazine which brings dedicated

adventurers the best, most comprehensive coverage you could want, with the Boggit!



A new regular feature, The Swapshop which brings all Amiga gamesplayers across the world together

Remember, Amiga Action is your mag - so keep looking out for new ideas in the next issues!



**Europress Interactive Ltd, Adlington** Park, Macclesfield, SK10 4NP Tel (0625) 878888 Fax (0625) 876669

Editor: Alan Bunker



Make war not love is the policy of Armour-Geddon II. While you're contemplating this, take a peek at Team 17's Body Blows and Elite's platform adventure, Joe & Mac. And is it a bird? No, it's CAP!

2WS------Hornby shake off their trainspotter tag by a touch-sensitive control pad for the Amiga. Cannon Fodder is also unveiled.

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ubscriptions.....39/96 A top selection of games are on offer if you subscribe to AA. How do you fancy owning a copy of Mansell, Premiere or Pinball

Fantasies? Thought you might!

The latest selection of budget games will encourage you to sew-up your pockets rather than letting your small change escape.

swapshop.... We revive the classic chimes of 'Swap Shop'

ing ing inrough your ears. There's no dodgy Edmonds chop here, just our very own Peter Lee. C'mon girls, he wants your trade!

This month, Stuart N. Hardy picks a fight with the rest of the world. Also, the A1200 debate continues and we cop some flak over the spelling of Sensible Soccer.

Man of the Month: Nic Moran All-round Good Egg: Denise Wright **Commercial Director: David Hirst** Printed by: B.P.C.C. Carlisle

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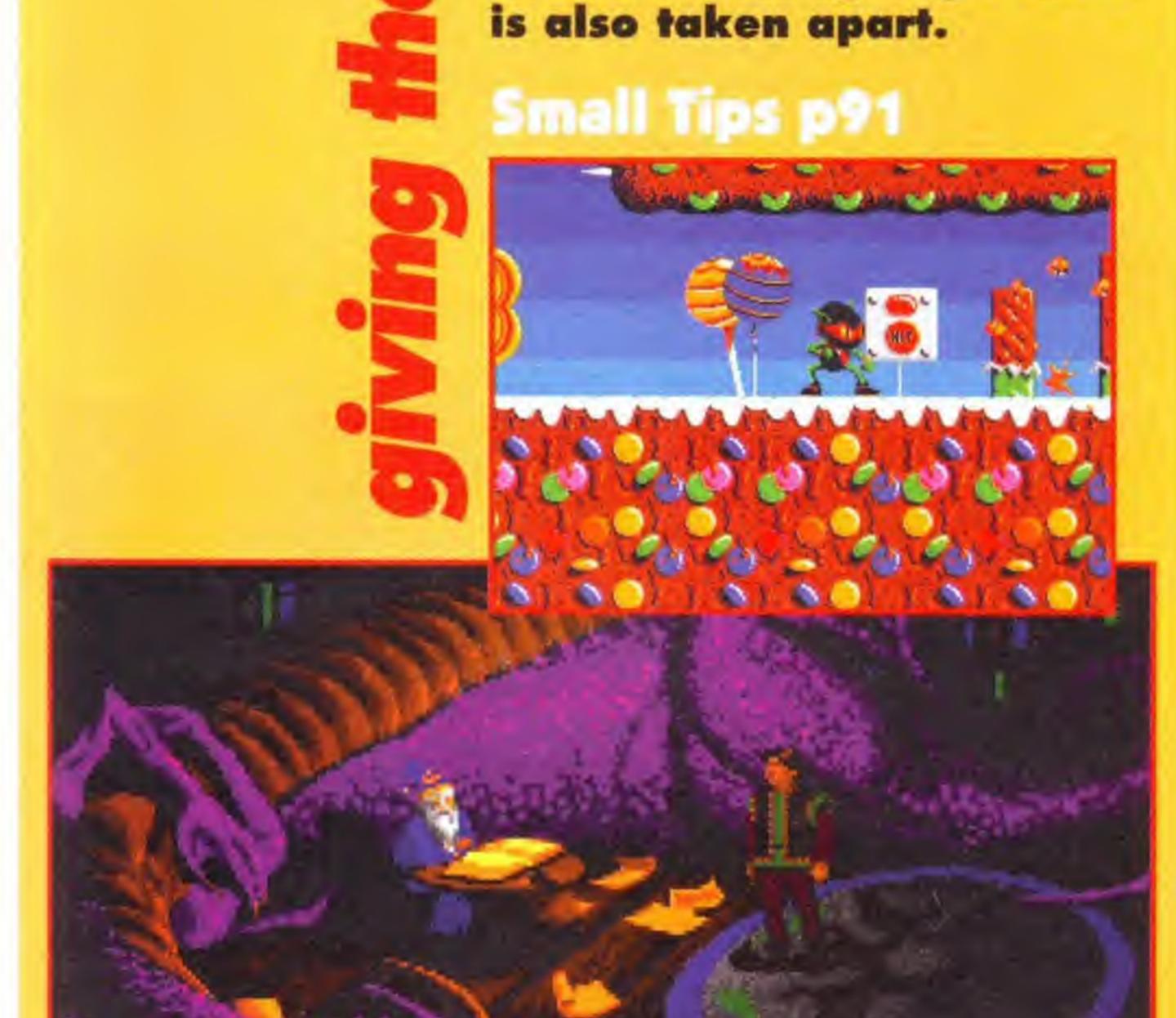


oggit's Domain....99 Why do the French drive cars with yellow headlights? Maybe you can answer this question for us next month, Bogg!

SUICE.....106 Their monthly update sees the addition of the incredible Assassin from Team 17 and No Second Prize confronts Lotus III. Eight packed pages for you to examine.

Legend of Kyrandia, the adventure masterpiece from Virgin, has been mapped and solved in one massive GTGA feature. Gremlin's intriguing Plan 9

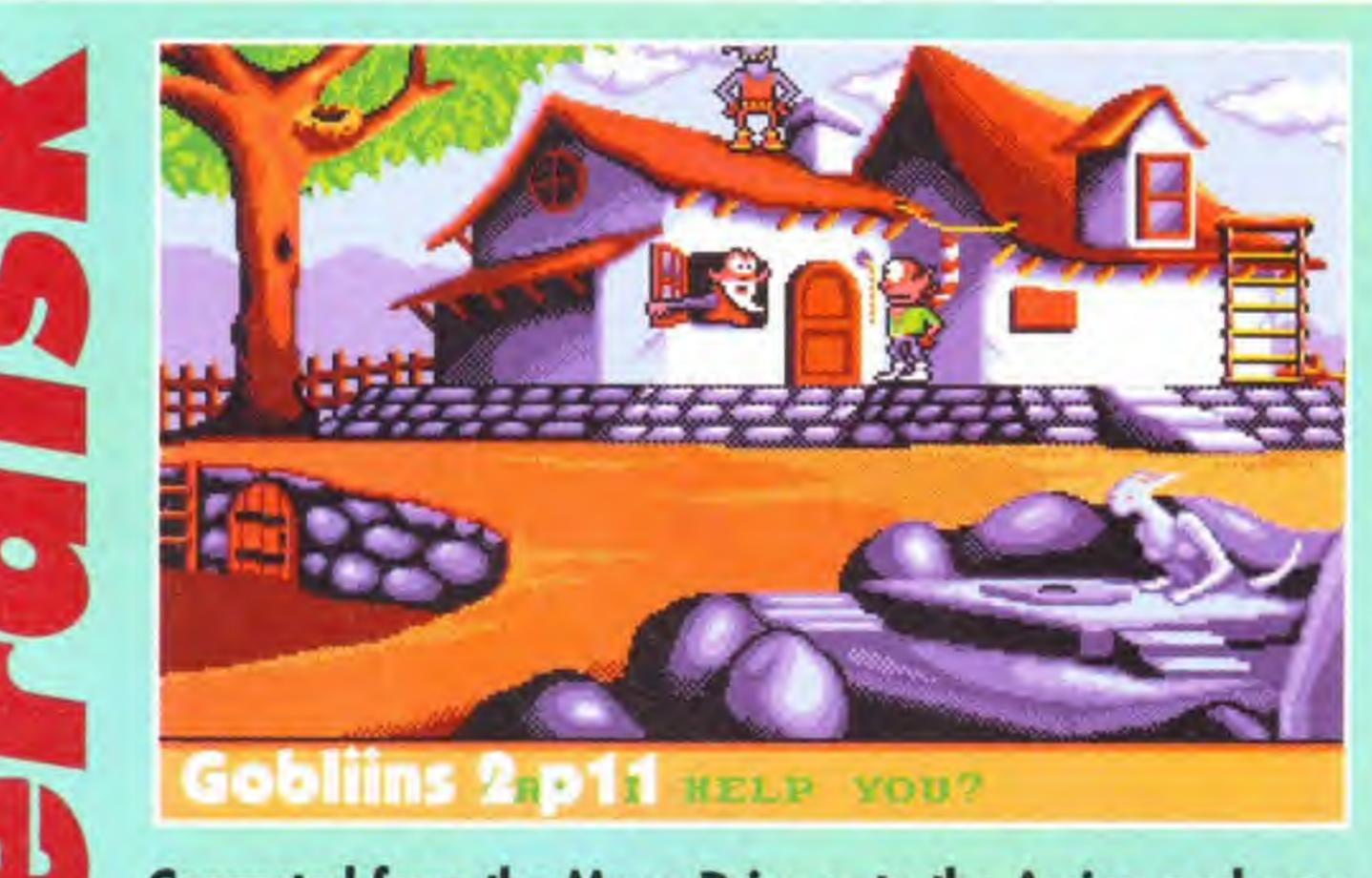




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# Legend of Kyrandia p84



KGB......22 No Greater Glory.....38 Rampart .....60 Reach For The Skies...56 Rome AD92 .....33 Sensible Soccer 1.1 ...41 Streetfighter II ......16 Tearaway Thomas.....30 3D Constr. Kit 2......52

Converted from the Mega Drive onto the Amiga and now onto AA's coverdisk is Road Rash. As Electronic Arts' biggie before the launch of Desert Strike, this is something particularly exceptional and we have one whole level for you to play. Complementing this is Gobliins 2, the puzzler



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more likely to send you round the bend than Blister. A Fond Farewell We would just like to wish Peter a prosperous future in his newly chosen career as a boy in blue. He's joined the police force and good luck to him. Peter's been a great asset to the mag and will be truly missed. If you're ever in the Crewe area and you see him, try not to remind him of the time he lost the company car in a Macclesfield multi-storey.



# Can you dig it

announced the imminent release of their new game Cannon Fodder. The concept of the game, although not the gameplay, is similar to Lemmings. You control a small band of soldiers whose mission it is to shoot things, throw hand grenades and the like! The effectiveness of such activity is down to the way you deploy the men. Looking good!

# JOY TO THE TOUCH

Best known for its train sets, Hornby Hobbies has entered the joypad market with a vengeance. Turbo Touch 360 brings to the Amiga the type of joypads previously limited to the consoles.

Turbo Touch 360's main drop on its rivals is the fact that the controller is a touch sensitive pad which is claimed to improve your gameplay, give you superior control and eliminate thumbstrain. Now Hornby are set to become famous not just for trains but for the latest in Amiga control systems. The Turbo Touch 360 is really excellent!

Apparently most people in one study said they preferred Turbo Touch 360 to their regular stick. We like it and, if anything, it borders on being just a shade too sensitive.

Turbo Touch 360 for the Amiga will retail for around £20 and be available from January.

# Gremlin goodies on budget

BH, Gremlin's budget label, has announced the release of Lotus II, Harlequin and VideoKid in around a month's time. Lotus II is the sequel to the utterly superb Lotus Esprit Turbo Challenge. Worthy of the name it will be a Gold release, retailing at a mere £9.99. Harlequin was one of the most original and entertaining platformers of late and is also a good Gold release. Gremlin's excellent shoot'em-up of six months ago, VideoKid, is to retail at the standard budget price of £7.99.



mpressions has announced the imminent release of Air Force Commander, an upgrade to its satisfying Fighter Command warfare strategy game.

The game is improved with the addition of a WWII data disk which also includes Gulf War scenarios and will retail for £29.99 from the end of January. Existing Fighter Command users may upgrade for £14.99.

Wading through the water is the only way to complete certain missions.



This scenario kinda reminds you of the M6 during rushhour... but without the wings on.





Bringing the battle to your Amiga



MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD, UK. Tel 0666 504 326.

SPEC While Kevin Keegan's the local hero in Newcastle, Flair are the local game gurus. quality products to overcome this s the Amiga games market becomes more and more initial problem. The trouble is that without the competitive, the arrival of new development houses is always money to invest in developing and marketing titles, you're soon stuck greeted with some pessimism. If in a Catch-22 situation. you're lacking the financial Team 17 struck it lucky and backing of companies like Ocean overcame the odds almost straight or US Gold, you need to create

away. Alien Breed surged them forward to the point of stardom while Project-X kept the momentum going strong.

Others appear to be one hit wonders, such as Rage and their overrated arcade style football game, Striker.

But this article isn't about the mighty Team 17 or Rage. I'm here to let you know about Flair Software, a small team of people dedicated to bringing the best to all Amiga gamesplayers.

#### **Flairy Tales**

So far, Flair have yet to produce what could be termed as a real 'masterpiece'. To be fair to them, though, their previous full price releases have all been to a satisfyingly high standard.

Elvira - The Arcade Game earned a loving 87% and demonstrated Flair's ability to create quality platform fun with a world famous charcater in the starring role. It was described by AA as "almost faultless" and "a very classy product".

Similarly, Winter Supersports '92 slid up to the 79% mark, where we commented, "If Flair continue to improve like this, the software giants will quake in their shoes".

And now the time has come.

You've got to feel sorry for the programmers as they'll be tied to their computers over the festive period. Well, probably not actually - I mean, a Geordie can't be without his Brown Ale and a rowdy pub when the occasion arises!

## IT'S ALL A MASS

he most promising title is Metamorphosis where you control what could be Silly Putty's burly uncle. Your blobby pal can change into four different matters: water, gas, solid and a bouncy plasticine substance.

With a number of levels to negotiate, each consisting of a variety of puzzles and mind-



EV

Based in Geordie land in a small historical village, Flair Software are developing a number of products, three of which we'll look at now.

It is expected that each of the three titles won't make an appearance until the beginning of the New Year.



Upon its peculiar Summer release, Flair obviously envisioned the forthcoming Winter as a chaotic slip and slide affair. Get off your ass, son!

#### Various expressions on your face clearly illustrate the sticky situations you're in.

boggling problems, you must use your abilities to progress.

For example, transform into a solid ball to bash through barriers and gently drift over acid pools and the like by changing into a CFC-free gas.

Metamorphosis is a concoction of cuteness and charismatic sprites along with the playability to match. It's looking good and should be available by the very beginning of next year.





Not only did Flair's wonderful endorsement feature absolutely gorgeous graphics but also an absolutely gorgeous star as the main sprite. Phoaarr!



The pre-match talk from the manager tries to boost the team's morale for the first match of the season.

### PITCH INVASION

h oh, Flair are entering into the football market! I know, I know - you can't beat Kick Off 2 or Sensible Soccer, right? Well Flair aren't trying to. They're fully aware of the two biggies already out there and admit that they're almost impossible to beat.

However, Flair are hoping to climb the league table to the number three position. The feeling of the team is that European Super Soccer will be the next best thing after Kick Off and Sensi, We're inclined to agree from what we've seen of the game so far. large Featuring a horizontal pitch, a cluster of international teams in their appropriate kits, pitch conditions, penalty shoot-outs plus the usual in-game passing and shooting techniques, Super Soccer is being programmed by the Scottish squad, Creative Edge.

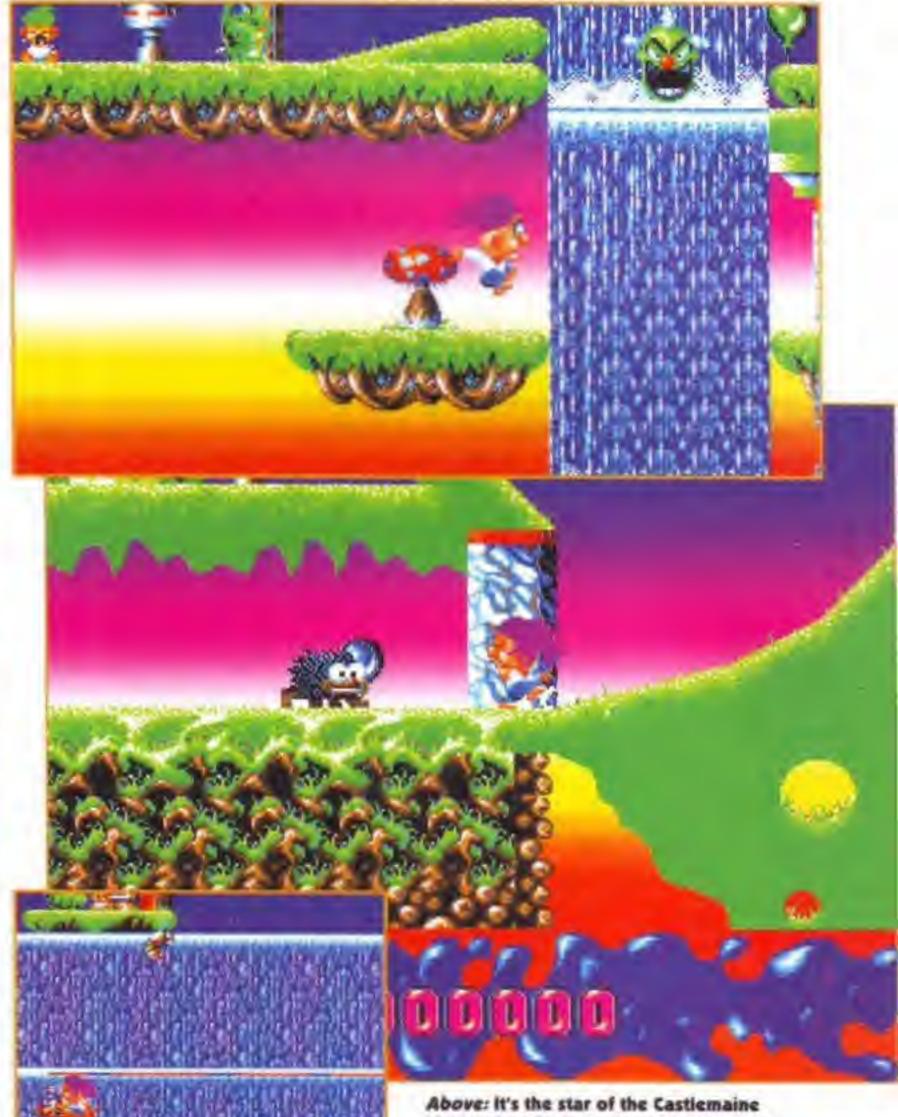
Although the game lacks an Aftertouch facility, control is still flexible and easy. To round-off the delightful graphics will be 200K of in-game sound effects, including over-enthusiastic crowd noise!



# **IN FOR A TROLLICKING!**

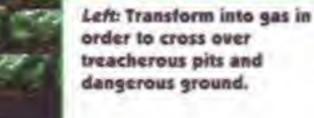
inally, Trolls is a colourful platform adventure directly competing with Zool, Robocod and so forth. Since I'm not a platform fan, it would be unfair and wrong of me to comment too extensively. From what I can tell, I don't think it will gain the upperhand on the more accomplished platform games around. Sure, it's bright and smooth but the vital addictive qualities aren't yet in there but let's see how it progresses.

For the sake of sanity, get out the Timotei and wash that awful purple dye out of your hair! You're not living in the mid Seventies now, you know!



The referee struggles to start the match after someone stole the pea from his whistle. Empty your pockets, please!





Above: If at this moment you were in the form of a gas, the extractor fan would suck you to your death. Lucky you're a firm solid character, eh? Above: It's the star of the Castlemaine XXXX advert! What's he doing here and where's his English buddy?

You must collect all the balloons on the level to make any progress. And look, there's only one left.



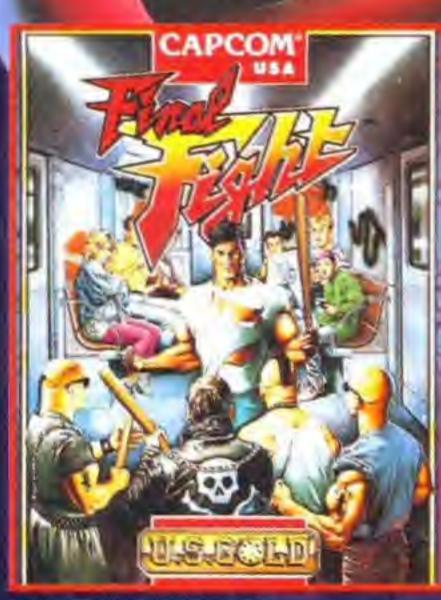
the place factor

It's not all walk, walk, walk. You're also

able to jump on the back of a pig and

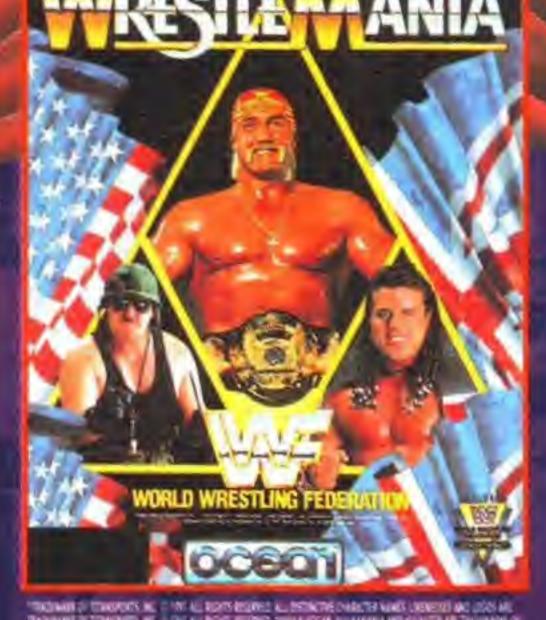
wildly dash about.

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Take a portion of Super Hang-On, a wedge of Streetfighter II and mix the two together. Add a pinch of salt and what do you get? Electronic Arts' Road Rash. Yes, that right! It's a fully fledged three dimensional motorbike racing game with a touch of mindless violence thrown in to spice things up. Take to the roads and don't forget your knuckle-duster, as we LEAN present a fully playable one level wonder, which allows you, the lonely violent rider, to burn some rubber and kick some ass...



Road Rash is a delight to get to grips with. And we know, because we've been playing it for long enough! Simply plug your joystick in, press

the fire button and you're ready for the off. The aim of the race is to drive as fast as you can and out run your opponents by either speeding past them on a straight or kicking them off. The faster you complete the race, the more money you'll receive, and that can't be a bad thing. And that's about it really. For full joystick

#### ACCELERATE



LEFT

BRAKE





KICK THE CLOSEST RIDER

On your marks, get set, go! And they're off. As with all arcade sine racing games, the competition screams off in a pull of smoke leaving you on the starting grid.

controls take a peak at the joystick diagrams found elsewhere on this page. Have fun, and remember kids, this is a game eher the riders are trained pixel stuntmen. On no account try to duplicate their moves indoors!

#### Alien Breed Bug Fixer

Team 17's recently released budget game, Alien Breed Special Edition (featured on last month's Amiga Action coverdisk), contained a data error in the map of deck eight which stopped the player reaching the level goal. Obviously, this has caused a little confusion among the players who have reached this point.

To cure the problem, Team 17 have supplied us with a patch program which can be found on the Gobliins 2 coverdisk root directory. To run the program, load any CU or SHELL window (full instructions of how to do this can be found in your Amiga user's guide), insert the coverdisk and type: FIXAB (press return). Any further instructions are printed on the screen when you run the program.





that an appalling punch Wast until you're riding up alongside another rider and let the sod have it. Be quick though, otherwise hell get you first.

And that's it folks. This is what the end of the demo looks like. If you don't want to spoil the surprise, close your eyes and open them again in three seconds.

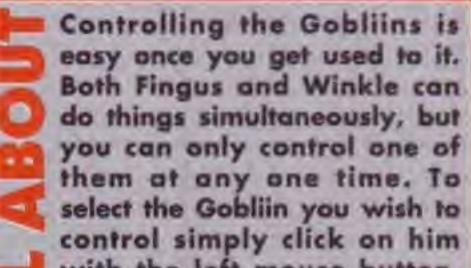


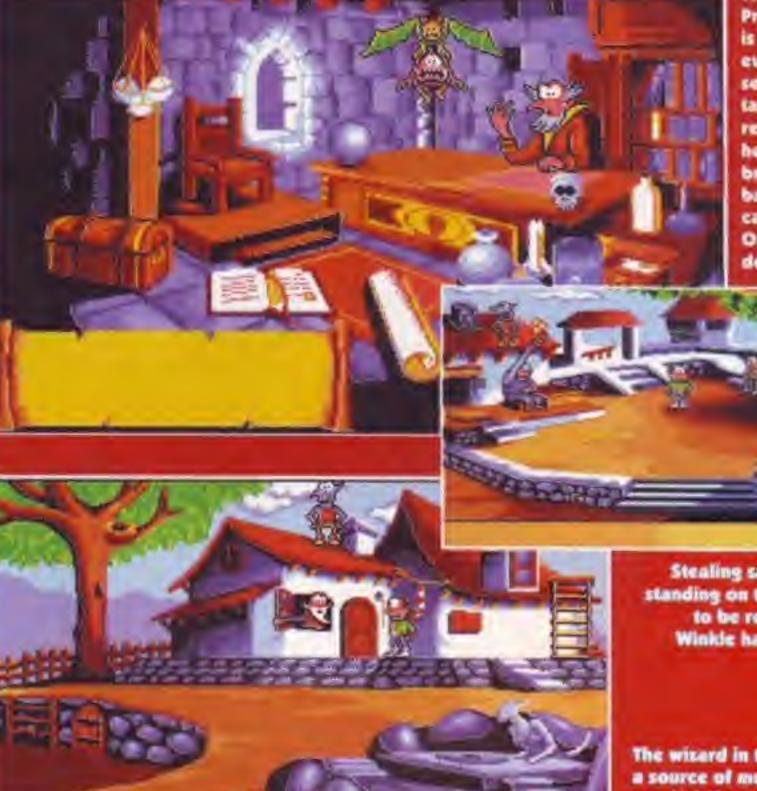
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Gobliins 2 is the eagerly awaited sequel to the acclaimed Gobliiins. Introducing two new heroes, Fingus and Winkle, the quest is to rescue the Prince Buffoon who is held captive and Jester to the court of the demon Amoniok.

Using ingenuity and team-work between the two very different Gobliins, you must work your way back and forth through many different scenes. Don't fall into the trap of assuming that all you need is a bit of logic and common sense!

Four screens full of puzzle and intrigue are provided here and are a real appetite whetter for the full game. Enjoy!





A WELLY TAIL

CAR

The fate of the Prince Buffoon is here for everyone to see it's the task of our rejuctant heroes to brine him back, if they can, of course! Only you can do it!



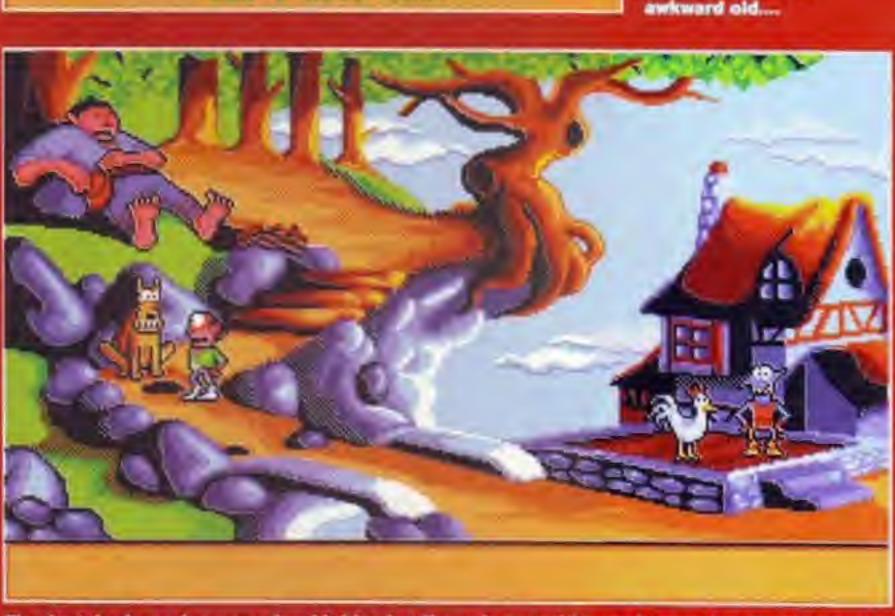
The wizerd in the cottage is a source of much that is needed. Be sure not to offend him, but do be persistent - he's an

hard way.

with the left mouse button. You can tell which Gabliin is active by the fact that he is seen in profile.

Once selected, the Goblin can be made to go places or do things by clicking on them.

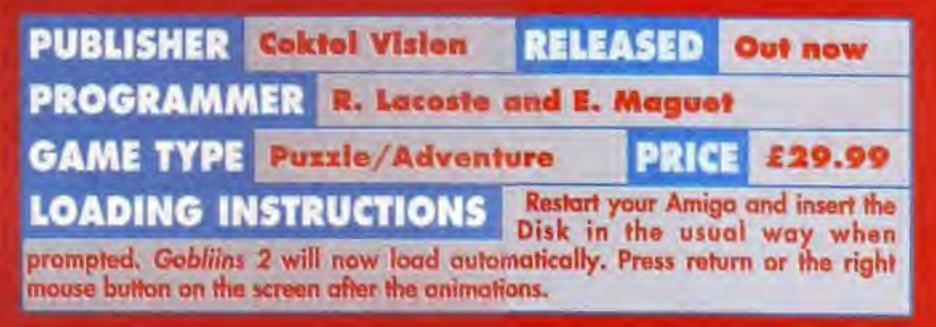
Objects are picked up automatically when the Gobliins go to them. Mony objects are useful only on previous or future screens, so remember what you've got in your inventory. The inventory can be accessed by clicking the right mouse button. Both Gobliins can use the contents of the inventory. Once selected these can be used on other items. Try everything!



The dog's bark may be worse than his bite, but Fingus isn't stupid enough to put it to the test. Surely there must be a way past somehow?



Time watching is certainly the KEY to success in this part of the game. If only Winkle could reach that high .....



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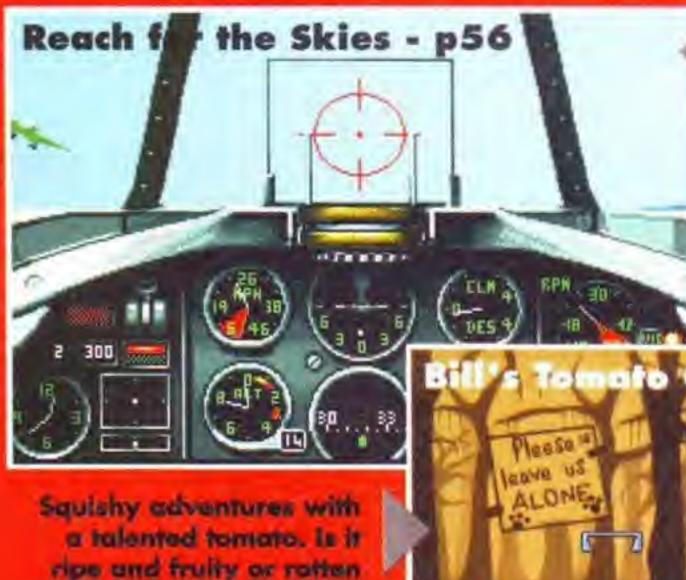
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Like a flat cap on Del Boy, a naff presenter on The Word, or **Clive Anderson and** baldness, Amiga **Action naturally goes** hand-in-hand with games reviews. We have the latest and greatest as well as the cursed and worst. If it's out on the Amiga, we've got it here in the following crampacked pages.



There's no way you'll be able to bring this one back down to earth because it's Rying high and proud on Cloud Nine.

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The only thing missing from this explicitly sexy galactic shoot'em-up is Sigourney Weaver. Unfortunately, the aliens made it! and crinkly? Read on to find our.



#### Gunship 2000 - p36

This is more of a chapper than Jack Nicholson and his axe ever was. MicroProse take to the air In this whirtybeast action simulation.

Also examined under the microscope: Rampart, 3-D Construction Kit 2, No Greater Glory, Grandslam Compilation, Cool World, Tearaway Thomas, Fighter Duel Pro, Campaign, Rome, KGB, Exodus, Sensible Soccer V1.1, Streetfighter II, Gobliins 2 and BC Kid.

### Reviews? We got 'em! The best games analyses?

He won't have space in his sack for a Street Fighter II arcade machine, but here's Santa's next best thing.

efore you can embark on the first of 11 bouts of mortal combat pitched around the world, you'll have to choose from one of eight warriors who you will control to the death. Yes, that's right the Amiga version of the amazingly successful Street Fighter II has hit the shelves.

LISELENO LISE

each others faces in with a variety of special and magical moves. From Guile's lightning quick Sonic Boom to Ryu's powerful Dragon punch, the major moves have survived the transition to the Amiga version without a problem.

Now you can AMIGA ACTION imagine the headaches ACCOLADE this caused the programmers. On the one button version, you'll still have an awesome arsenal of manoeuvres available but as you would expect, some moves have had to be sacrificed. Ah well, they always say you can't have everything. All the characters are in here, though: Blanka, Ken, Dhalsim and all your other favourites. So you'll still be able to batter

your opponents into submission with the characters of your careful choice.

The sound is as good as it gets for the Amiga and all of the noises you would associate with a dubbed martial arts film are in there for good measure and, of course, your enjoyment. The digitised treats you can expect to hear range from the thud of a punch connecting with a body, to the crackling of 20,000 thousand volts as they surge through the body

SFII was the arcade machine that always had crowds of frenzied players trying desperately to smash

#### Six into one

The full size arcade machine, from which this conversion is taken, not only had a joystick but a complement of six individual buttons built into it; three for punching with varying degrees of power, and similarly for the kicks.

CAPCO

**Right:** Guile, the US marine who takes his fighting into the streets in order to make some extra cash. He has a number of special moves up his sleeve including the ability to fire rings of pure energy from his finger tips. Believe us when we say this is totally unlike any beat'em-up in the history of computers.



Ferhaps the most popular character in Street Fighter II is Ryu who we can see on the left of this screen. He's a master of manual arts and arcade veterans will recognise him as the handsome warrier in the hero of the original Street Fighter steads game.

The screens you can see here have been accessed using special codes hidden in the game. Will you be able to find them?

of Blanka straight into the bones of the unsuspecting victim.

H I E R

Every fighter is magnificently animated and, when you consider the size and quality of each of the sprites, I think you'll oppreciate the amount of work ploughed in to producing the most attractive beat'em-up ever.

#### **Believe the hype**

The backgrounds are almost as detailed as they are in both the arcade original or the Super Nintendo version.

Every care has been taken to turn this impossible conversion into a playable game on the Amiga and to be quite honest, Creative Materials has quite possibly done as much as they could with what was initially deemed as an impossible licence. They richly deserve great success with SFII.



The ultimate bad guy in the game is the almighty Bison - he's a formidable adversary! Look out Chun Li because if his fist hits you, it's curtains for you.

### THE LOW-DOWN

PUBLISHER: US Gold TEAM: Creative Materials £25.99

Amazing but true that not one corner has been cut in producing what is destined to become an overnight hit and will no doubt become the Christmas Number One. Streetfighter II is four disks squeezed to the brim with blood-spilling graphics and bone-crunching sound. The game that could never be is here and judging by this first rate US Gold conversion, the chances are it will be with us for the next 12 rounds at least. And a sigh of relief as it's clearly a vast improvement over *Final Fight*, thank goodness! Brad.

BEAT'EM-UP

SOUND

GRAPHICS





This is the main game screen. It provides access to all of the game's sub screens, so it's pretty useful really!



Before you can take off, you must thaw out one of your pilots from their life preserving freeze.

At various stages throughout the game your engine will become damaged. Thankfully, it can be repaired.



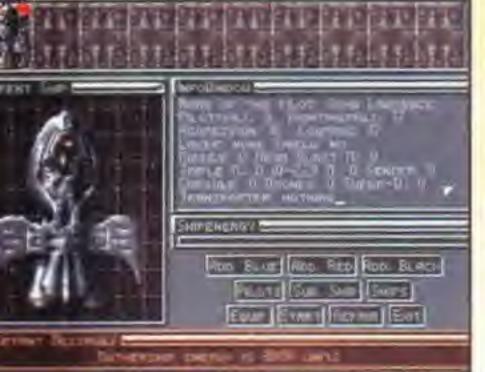
They all ignored the endless warnings. Now Earth is dying and it is your task to find a new and flourishing planet.

p until now most space role

Elite. The game is

You can express all of your mad scientist tendencies in the laboratory. Try not to get too carried away!





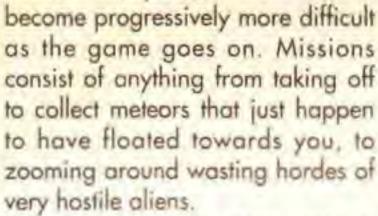
Choose your ship, stick a pilot in it, and away you go to hunt down asteroids. Playing games have been very heavy going. The excellent Megatraveller games were just too serious for many gamesplayers and they were put off by their complexity. At last though someone has come up with a role playing game in space that is accessible to everyone.

This has been achieved through the combination of an excellent RPG section, and a shoot'em-up element which is similar to a cut down version of that all time classic



The space sections are all played in glorious 3D. This part of the game reminds me of an old obscure space trading game, but I can't quite remember the name at this moment.

based around a series of missions which, as you would expect,



Interaction with other races in the game is vitally important to your success in many of the later missions. If you become friendly with them they will provide you with important information.

Such information can be put to good use in matters like upgrading your ship and its weapons system, making it much easier to take out the fiercer enemies later in the game, and so forth.

#### Lethal mixture

Collecting minerals and chemicals from the debris of enemy ships and meteorites will enable you to create other useful items by mixing them together in your mothership's laboratory. Get the right amount of components and you can upgrade to a better laser or a faster ship. Be



careful though, get the mixture wrong and a dangerous chemical reaction may cause an explosion which will damage your ship!

Perhaps the only thing missing from Exodus is a ranting and raving bunch of Klingons. And I really miss not being able to say, "Set phasers to stun!".

#### THE LOW-DOWN PUBLISHER: DMI TEAM: Demonware £29.99

Exodus provides us with an excellent blend of role playing strategy and 3D space combat. It's also fairly easy to get into and you will soon be building impulse systems and the like with the best of them. Although the combat system may be fairly simple, don't be misled as it serves its purpose well, and in combination with the other many fine aspects, they add up to one first class game. Steve







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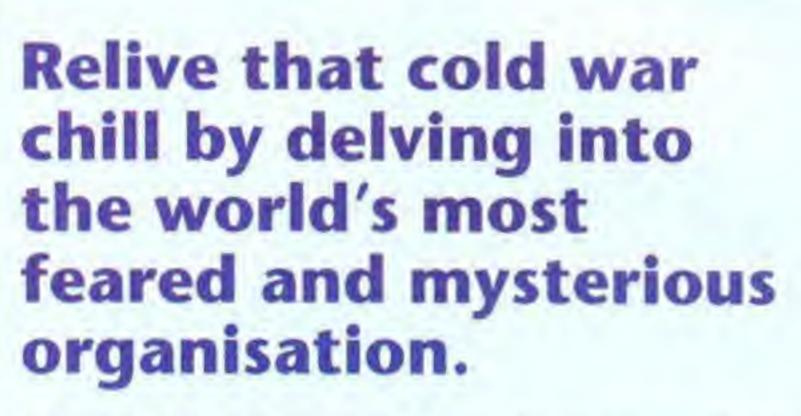
Catching your superior with his pants down can be risky business. Just pretend you don't notice that his secretary has been taking down anything other than shorthand!

f anyone in Russia found out that the KGB is now the subject of a video game, they might be a touch angered by the frivolous exploitation of an organisation which many have lived the majority of their lives in fear of.

We are not in Russia, however,



and so the KGB is fair game for the programmers. To be fair, in fact, the initial object of the game is not the ruthless oppression of the masses but the investigation of a murder involving a former colleague. You take the role of Captain KGB Maksim Rukov, recently transferred from the GRU to Department P, the



purpose of which is to investigate the corruption allegedly rife in your organisation. Your immediate superior Major Vovlov gives you orders to investigate the death of Comrade Golitsin, former KGB agent who had set himself up as a Private Investigator.

sister, who provides you (if you're lucky) with highly significant information pertaining to the case.

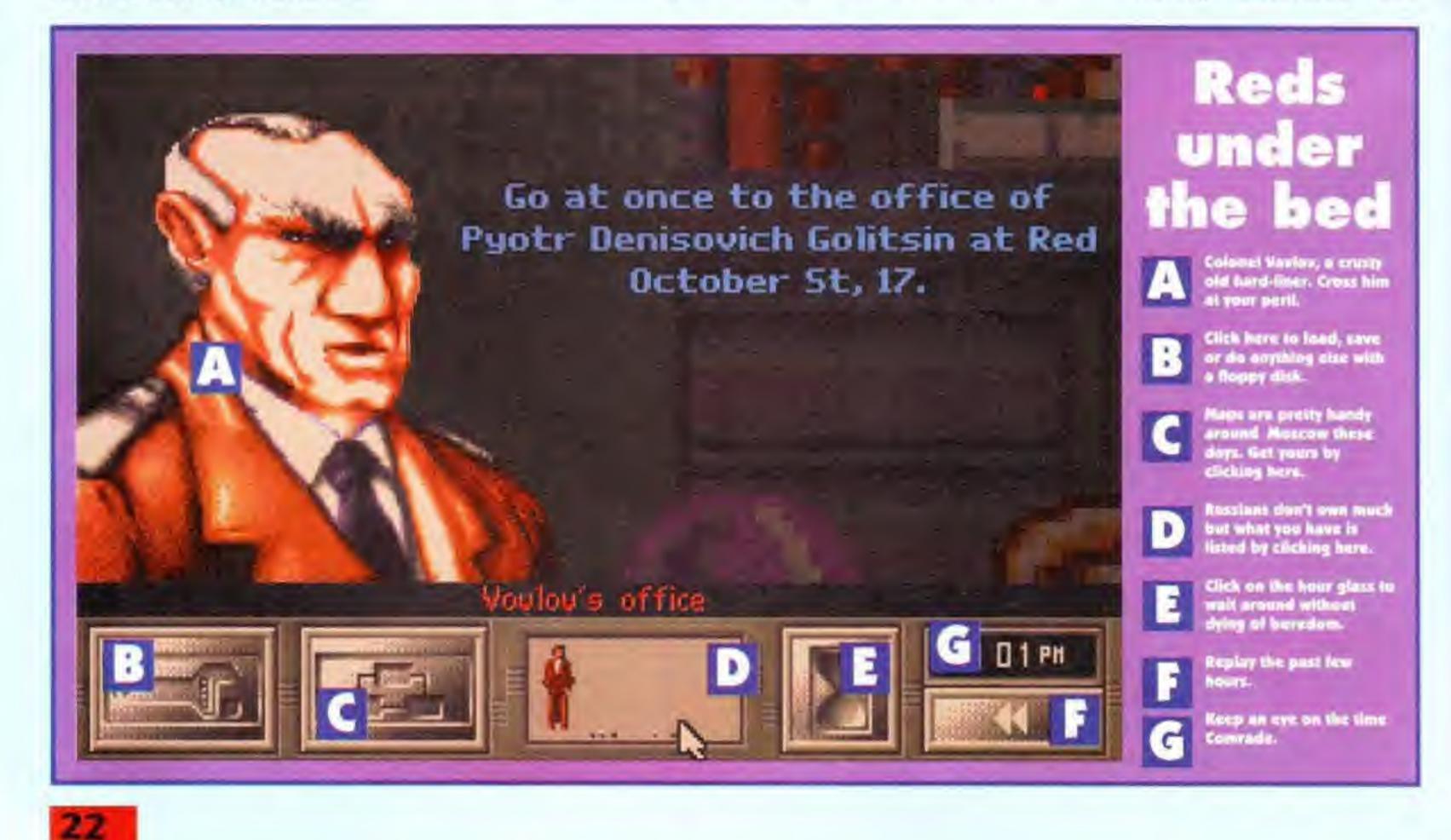
This is the start of an adventure that takes you through the seedy side of the Moscow underworld. Drugs, murder, kidnap and finally an attempt to oust Premier Mikhail Gorbachev and return the Soviet Union to the control of the hardline Communists,

Now this is more like it. Unfortunately this bar is not one for the casual drinker. The road to rack and ruin must surely start here Comrade. Be on your best behaviour.

#### Goli gosh

You go to Golitsin's office to check the place out. You meet Golitsin's

Having discovered that





4-00 PH

What a dilapidated shed the KGB's office is! Even the Action has a better office than this. What better excuse could you want to get out on the street and creep about?

Below: Golitsin's office is as shabby as yours. Still, a nice young woman has come to visit. Shame you must break the bad news Comrade. "This is the part of the job I hate..."

Right: All hail the Fathers of the Revolution. Lenin is almost ubiquitous throughout the game. In these days of Glasnost and Perestroika he should be claiming royalties!

Golotsin was apparently involved in a clandestine and highly illegal export scam, you descend to the baser levels of society in a risky undercover operation. You are practically on your own. You have no weapon, no papers and no back-up

whatsoever. This inevitably leads to all sorts of trouble, and you need all of your wits about you to avoid slipping up. Should you not make the grade, a desk-flying job or a sojourn in Siberia awaits. Those familiar with Deja Vu will be instantly at home with KGB. The format is very similar indeed, but I would say that KGB has superiority over Deja Vu as the graphics are smoother and the gameplay is considerably more varied.



At least the guards are still polite. As a Captain in the KGB you should command respect, but you'll not get it from the Colonel. Such is life Comrades.

One thing that is particularly impressive about KGB is the array of speech that is available. You are able to ask questions, give orders, seek information and all manner of other things through a simple menu that appears whenever dialogue is inevitable or necessary.

#### Sounds good...

The sound is not too awful either. I think it would have been preferable to have used sound effects in appropriate places rather than the constant computerised tune that accompanies the game all way brough. The start-up tune is one of the best I have come across, so full marks there Comrades.

If there is one major criticism that I have to make of KGB, it is the fact that the whole game comes on five disks, which are almost constantly interchanged during the course of the action.

There's nothing more irritating than the old toast-swap-shuffle when you're in full flight.

The multiload would be much more bearable if you went through the set a disk

at a time without having to re-use the same disk twice. It is this sort of game which points to the fact that very soon a hard disk is going to be essential for every Amiga user.

One other point to be made is that you seem to be playing the role of a private detective very early on in the piece, and it becomes all too easy to forget the KGB connection altogether. However, the game is easy to get started on and advancement is reasonably quick if you aren't too poor at it. This is so important in this sort of game, and other software houses might do well to follow Virgin's example here.

All in all, KGB is a good game, although perhaps not Hero of the Soviet Union material.

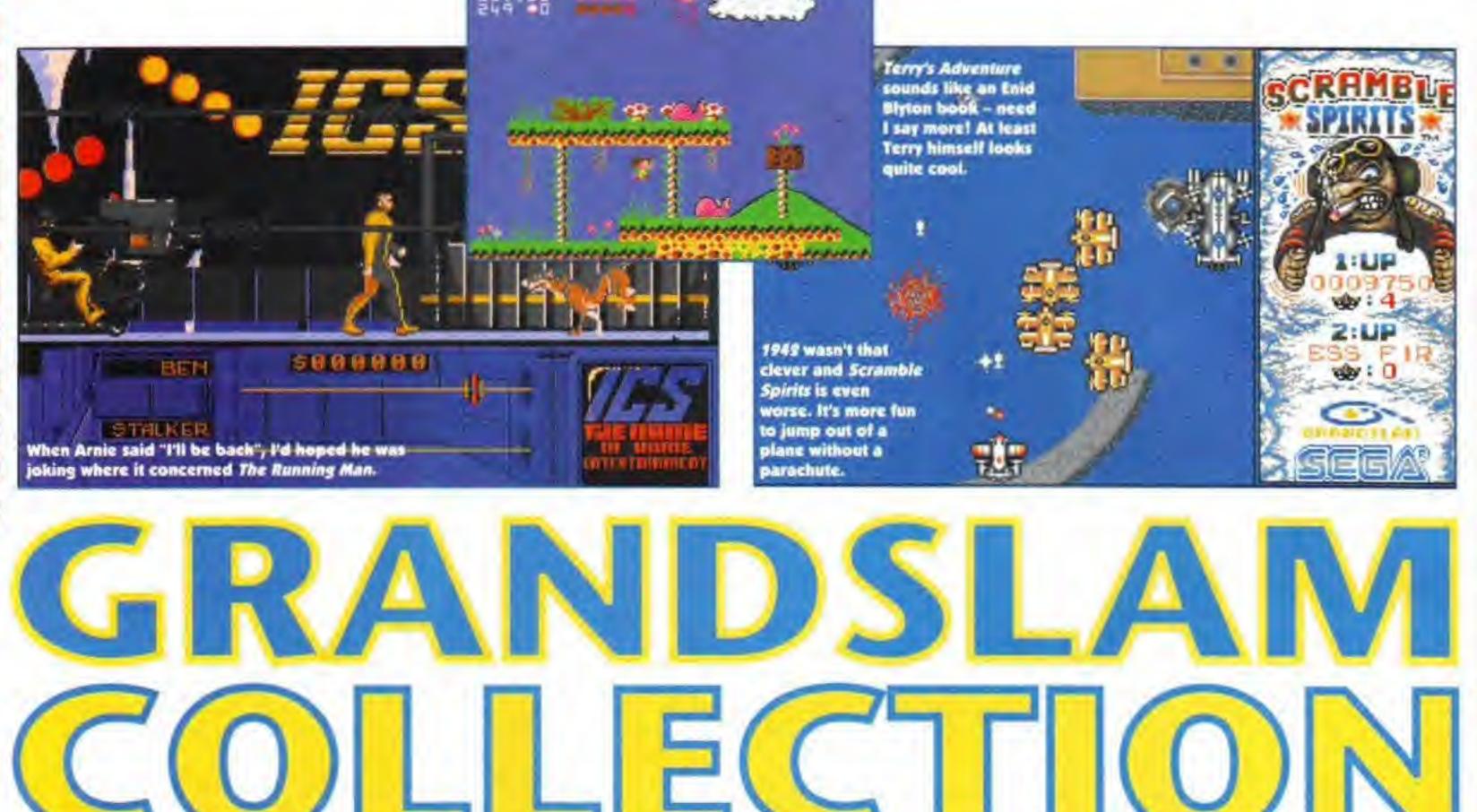


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#### THE LOW-DOWN PUBLISHER: Virgin TEAM: In House £30.99

*KGB*, despite the rather dubious nature of the subject matter, is a well written and well scripted graphic adventure. There are many possible options in each situation, even those involving dialogue, and this is a welcome break from the many other adventures where everything becomes all too predictable. The only problem is the discontinuity you get whenever disk swaps are required. *KGB* is the type of adventure game that shouldn't become tired and tedious too soon, and should last quite a while. Hew.

Sound



We all like a good compilation to dabble

onsisting of 10 games to groan at, this lot will make you puke 'til you drop. If ever there was a reason for euthanasia, then this is it!

for Trivia, another multiple choice question and answer game, the boredom settles in even more.

The Flintstones lose their "Yabba Dabba Doo" to a "Quack

# with but Grandslam are trying to dupe us with their offering.

HT:01000

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- 40

A prehistoric game about a prehistoric family. What more can you expect? A little playability would certainly not go amiss.

🗢 umbro

Thatta Peter

PRINT BRUCH

KOLAMN S LYGE MUNCH CUP

score a goal in the Saloi & Greaesie quis? Can you play a whole yame without failing asleep?

So what do we have? The leading title is probably The Running Man and how apt a title 'cos you'll want to run a mile when you see it. Close on its heels is the dated platformer Terry's Big Adventure which might curve your lips a little due to its immensely funny looking star.

#### Ualv

Football is strongly featured. Peter 'thicker than a Warburton's loaf' Beardsley is an abysmally slow and uninspired football game, only just beaten on penalties by MicroProse Soccer lookalike, England. Do you remember the

ancient 1942 by Elite Systems? Well, Scramble Spirits is a similar style aerial shoot'em-up which should have been dropped into Iraq and blown to pieces by the RAF.

What other horrors are lurking beneath the tacky menu screens? Ooh, the Saint and Greavsie quiz is quite tough but still naff and very monotonous after a short while. As

Quack Oink" in this oh so interesting 'paint the wall and watch it dry' scenario.

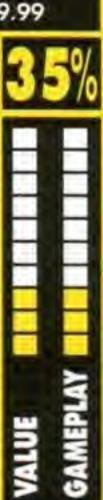
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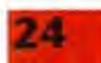
COMPILATION word for it. In the meantime, Terramex and Espionage fail to lift the package above the basement floor.

What's annoying is that there isn't even one particularly exciting title among the lot - just what the heck do Grandslam think they're up to? Very disappointing.

#### LOW-DOWN THE **PUBLISHER: Grandslam** TEAM: In House £29.99

You know what'll happen if you buy the Grandslam Collection. You'll be whisked away in the middle of the night only to find yourself being shot by a firing squad before dawn. I don't care if you do get 10 games for the price of one, this lacklustre lot should be buried 20,000 fathoms beneath the sea, sealed in an airtight container. Mankind just doesn't deserve this kind of disaster. Alan





ଅ



Dracula, The Frankenstein Monster, The Mummy, The Wolf Man, The Bride of Frankenstein and The Creature from the Black Lagoon. Classic monsters from a movie age gone by. But more than that... creatures from our oldest dreams and our darkest nightmares. They have met and battled before, but now they are back. Back to form an unholy alliance to make our worst fears turn into a terrifying reality.

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Above: The main map is where you will plan your entire campaign. Make the right

Plan your strategy and take out the enemy tanks with a big gun...



Artillery

E mpire describe Campaign as being "the most comprehensive simulation of warfare in World War II" and judging by the amount of detail and complexity in this release then they may just be right. I've heard Campaign described as a cross between U.M.S. and M1 Tank Platoon so you know what you're in for before you start to play.

This might lead you to think that one area of this concept will be sacrificed in favour of the other, however this is most certainly not the case. The game contains a bucketful of strategy to keep experienced wargamers happy, while there is enough of an arcade element



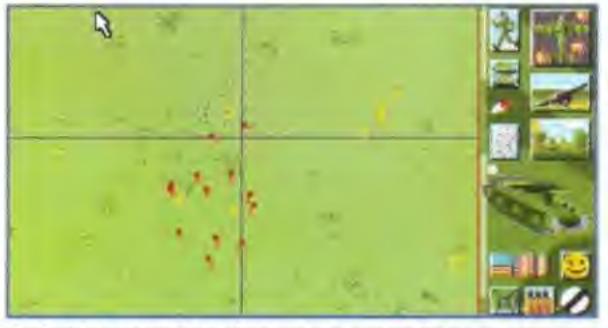
incorporated to keep the itchy

decisions and hopefully success will be yours, and everyone will hail you as a hero!

trigger-finger brigade happy.

The strategy element of the game has you controlling your forces in an attempt to win battles that last a minimum of one day but can last up to a year! Before you start to panic, that's one year in game time.

In all, there's 26 theatres of battle ranging from the simplest battle to controlling every single



The battle map appears when you are involved in a combat situation. It shows the position of all friendly and enemy tanks.

Your antillery his softered quite body in this particular battle, losing three of its schicles. Uniter keep those production Since working!



#### Post-Battle DebrieFing

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#### 8

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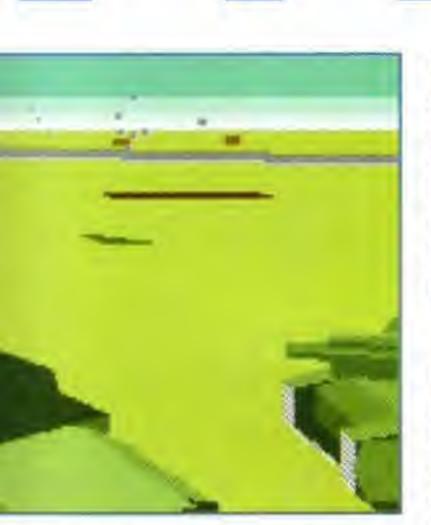
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Military High Command have rated your performance in this battle as:

Not good at all

Left: After each campaign you will be debriefed. And that's nothing to do with bad underwear jokes either.



tank and aircraft that was involved in the Normandy landings on the fateful D-Day. the most comprehensive manuals yet seen in a computer game. Split into two parts, one of which is a comprehensive list of facts and figures about every tank and aircraft in the game, the manual tells you everything you could possibly wish to know.

#### **Manual labour**

Fortunately, with this being such a detailed and realistic simulation, the manual is fairly readable and easy to understand. For instance one of the first things you learn is that clicking on any part of the screen with your right mouse button will give you a brief description of what that particular area of the screen is used for. It also contains an exceptionally useful tutorial to guide



Each group of tanks under your control can be set to manual, meaning that you control all of their actions, or alternatively select automatic mode in which the computer takes control of each

particular groups' actions. This gives you the option to have as much or as little control over the games direction as you like.

Campaign comes with one of

you through the first campaign.

Surprisingly, Campaign is not that difficult to get into. Usually with this type of game it takes about

four and a half days to even learn how to drive your tank, but *Campaign* is different as it is possible to make a good attempt



at, and even complete the first few campaign maps within the first few hours of gameplay.

This is not to say that it's easy to win at Campaign because once you get on to some of the later maps, such as the Battle of the Bulge in 1944 or the Pripet marshes in 1941, you will be tested to the limit no matter how experienced you are.

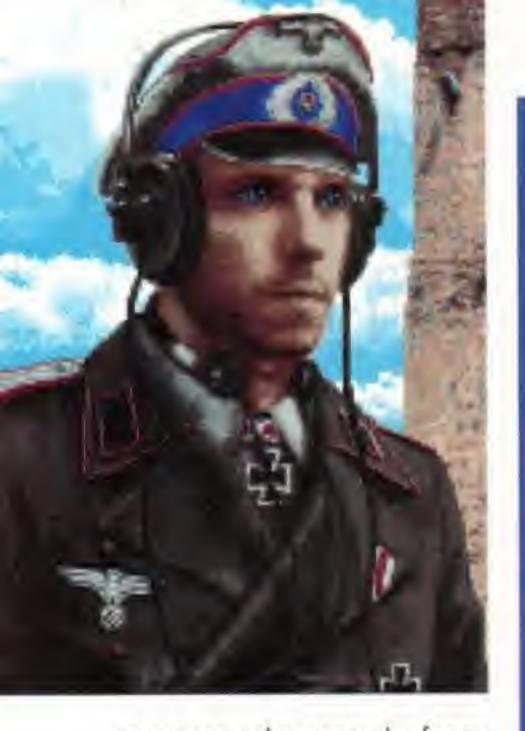
#### Out on a strike

Progressing into the game, more features are constantly becoming available to you, making the game vastly more complex than it was originally. Later in the game your airfields will provide you with automatic and manual air strikes, your ships will patrol the seas, production centres provide you with a means of producing more vehicles as well as precious fuel and ammunition, and convoys are sent to join your battle groups at the front line.

All of this can get pretty hectic with so much to do, but before you start to worry too much, a speed controller has been included to slow things down to a more leisurely pace.

Thankfully a good job has been made of the strategy section of the game. It is all too easy to let that side of a game pass without much attention being paid to it, as long as there is a good arcade section. So it should be said that this particular element of the game is as engrossing as the truly excellent 3-D section.

Of course, if you are not particularly keen on the idea of driving a tank around the landscape shooting at other tanks then you can let the



computer take control of any battles and just concentrate on your tactics for success. If this is the way you want to play the game then each time a battle situation arises, the computer will ask you if you want that battle to be manually or automatically controlled. If you don't want any part of it then select manual and the computer will assume control, giving you a brief summary of the fight afterwards.

#### **Turret trouble**

However, there is a drawback to all this. If you don't drive the tank, you don't win the medals. So if you like to see rewards for your hard work then you must climb into your vehicle and take out some opposition. Before you start to complain that you don't like tank simulators let me tell you that this is the best I have seen so far. The excitement level is raised to fever pitch as you are hot on the heels of

# Stopped in your tracks!



Your objective in this particular mission is to get to the village and take out any enemy tanks in the vicinity.



The end could well be in sight. One well placed shot could take out the last enemy in the village.

Yes



When you sight your enemy it is time for battle to ensue. Select either manual or automatic controls for each fight.



The battle is finally over. Every single enemy has been viciously slaughtered and you have emerged as a hero!

an enemy tank. You are able to control anything up to 16 tanks in a 3-D environment littered with trees, houses and of course other tanks! The

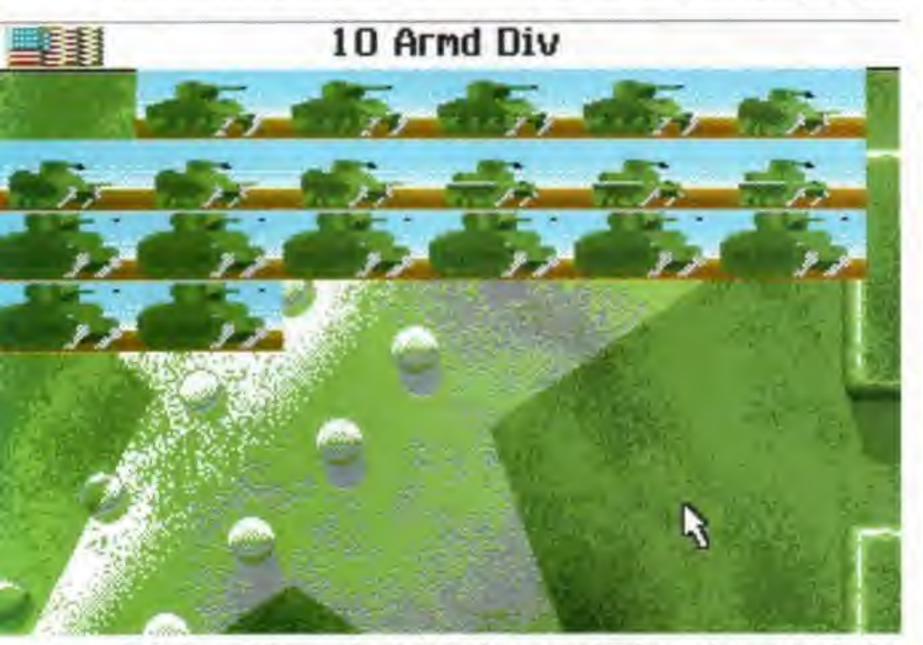
doing their own thing, blowing each other up and such like.

It certainly gets a bit tense out there at times and your takes a bit of a bruising, Do you really want to retreat? especially when you No are chasing an evill enemy, have him lined up perfectly in your sights, loose off a shot and miss. Not too bad you may think but it takes quite a while for your gun to be reloaded so you are left stranded with no available ammo and an enemy tank sticking it's gun barrel in your face. You will find yourself having to swallow your

pride many times and turn tail and run to save yourself getting blown to molecules.

As if that wasn't enough, pride occ-asionally Campaign contains another completely different section. This is the map editor and it allows you to create your own campaign maps.

best control method for the arcade section is through the keyboard - now there's a novelty! This system is extremely user friendly with you controlling one tank and the others roving around



Each platoon in the game is called a battle group, and each group has a screen showing how many tanks are in it.

#### **Mountain deep**

You can include anything you could wish for, including forests, mountain ranges, roads, rivers and seas before setting up the vehicle groups and objectives.

Of course, when you consider that the maps included in the game will probably take you months to complete anyway, you know that you have a pretty big game in your hands!

SOUND



#### THE LOW-DOWN

#### **PUBLISHER: Empire** TEAM: Jonathan Griffiths £34.99

There is nothing like a topical title and Campaign is nothing like a topical title! What can you think of that is less Christmassy than a tank warfare simulator. Never mind though, ths is still an excellent game. The enormous scope of the strategy and arcade option is truly amazing and provides a massive long term challenge. If I was to be picky though I cannot really see which area of the market this game is aimed at. The arcade section will put many strategy fans off and vice versa. Engrossing, nonetheless. Steve.



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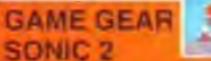
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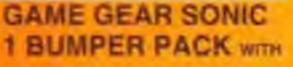
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**Big orange swirty things are** actually Warps. Jumping into them will magically whisk Thomas off to another place entirely.

low this is getting a little unfairf I'm not armed with respons of any kind, yes hese laser guns are quite happy to fire away without care in the world!

**Collecting the magic wings** gives Thomas the ability to fly through the air by constantly tapping the fire button. This ability lasts until the end of the stage.

It's official! Sonic the Hedgehog is the most imitated computer character of all time!

a necent times, we've had most of the animal kingdom represented in platform games, from spinning bugs to metal clad fish, Cool Coyotes and the king of them all, the Ninja ant Now we have Soundware's aftering, storring none other than a hairy hound named Thomas. As games go, this is for from original. Teanaway Thamas steals ideas left, right and centre from. aged classics such as PLATFORM Rainbow Inlands, Rich Dangerous and, of course Sonic Bul this is no bad thing as all these games are highly regarded pieces of software

The mojor problem with Thomas is the shirt time limits - if a due to this that the percentage has soffered You're up against ridiculously short time limits in which to complete each trage, and if these run out, then you'll lose one of your three lives Portunately, Thomas is in vincible as for as enemies are sancerned but don't plough stroight finnugh them ins they'll knock you over and you'll lose vital seconds of time. The learning curve on the



Above: Boing! Wandering onto the lid of a jack in the box propets Thomas upwards. Not deally original b great fun!

The idea behind Soundware's latest is to leg it around live different graphical worlds. collecting gems and finding the exit. Each world is made up at a number of levels and bonus stages.

When you reach the end of a world, there will be a Challenge level where you get a strict time limit to perform a certain task. IF you're successful, you'll be awarded on extra life. Thankfully, there are absolutely no enemies to get in file way as these levels are already near impossible!

gome is sodly too difficult and most people will turn it off before really giving It a chance.

What's there is cestainly ployable and fun at linst but unfortunately, this soon begins to raise your blood pressure to a puint most doctors would prefer you avoided! Be ture you have a storely joystick handy as you're sure to throw it against the wall or (thing amos to root be found)

Control over Thomas is simple

Whopping great arrays point you in the direction of the shutly: call. I was wondering which way the ladder wonth





🧡 🗙 🕛

Which way should you go? When all the platforms are invisible, Thomas has to use his judgement as to here the next one is situated.



Down the slippery slope, poor old Thomas goes. He tumbles head over heels, down the icy mostainside. Sadly, there isn't enough time to climb back up again!

> TIME 69

> > GRAPHICS

OUND

but it does take some gotting used to because of the speed he moves a). To say this game was fail would be an understatement, Thomas could easily out run the nearest Lambourghini if he really full the sudden urget

#### **Missing in action**

Admittedly, this game does have its maments - the Ghost Land Challenge stage is particularly noteworthy. This involves climbing Up a tower using invisible platarms which may sound difficult bas if's fun and clustering my toyourite part of the whole game.

The two programmers (e) consible for Thomas are names in never heard before and ker a hold game it is definitely an achievement If their games norave on this, it wan't be too long unit they are as respected as the ludiustry beavyweights

GEMS

07

Graphically, it is highly calcultal pleasing to the over and the scratting is slick without the slightest sign of a ficker anywhere. Each of the tevels are different and all are drawn to an equally high degree. However, the spokes are usit really of an exceptional quality if seems thanks has been amed at a younger audience. Let accomplished gamesplayers are mast likely to gain maximum emplyment from the antics of Tearoway fidence.



#### THE LOW-DOWN

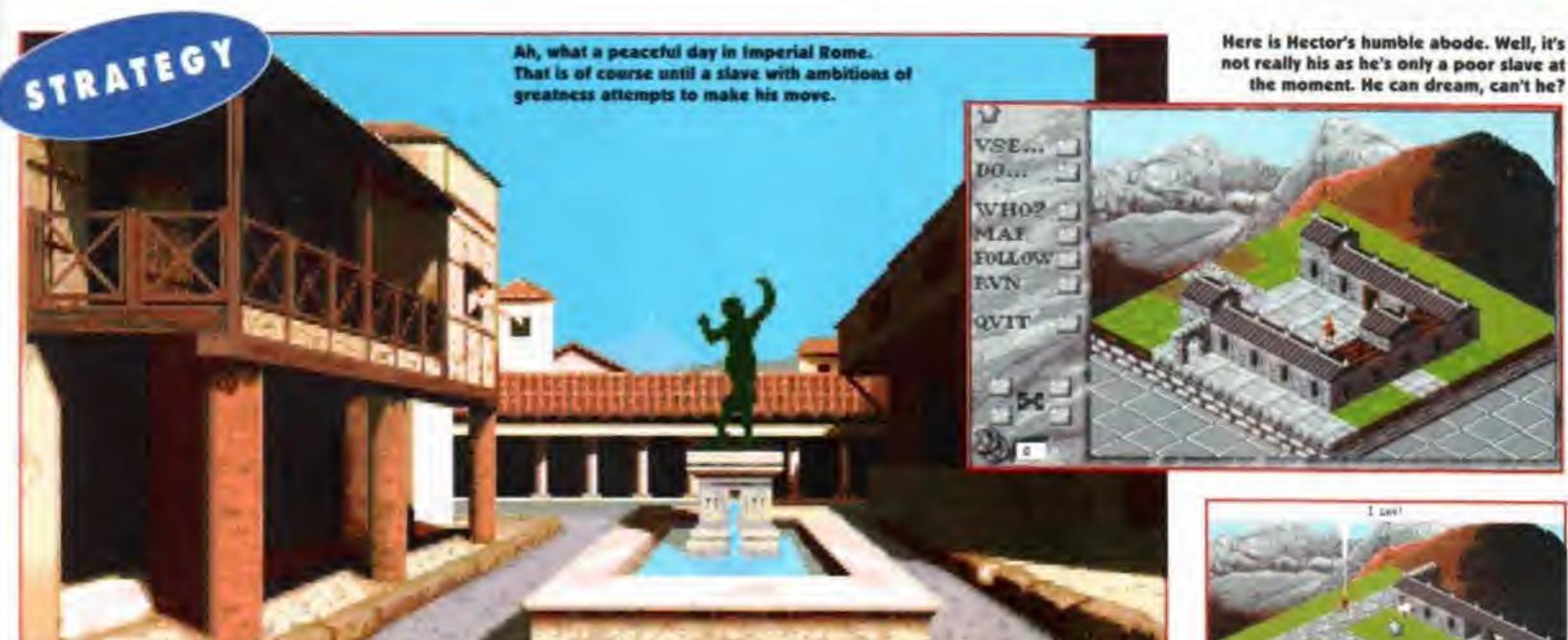
PUBLISHER: Soundware TEAM: David Hanney & Nick Frampton £25.99

Thomas is not really in the same league as Zool or RoboCod. However, it is still a fun and addictive platform romp that fans of this genre will enjoy. The presentation is just right, giving the game that cartoony feel – the central character in particular is very cute and appealing. However, the problem most people will find is the time limits. If you had more lives to use, then it might not seem so bad, but as it is, you'll probably only play it for about a week because it's just too frustrating.



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fter Caesar climbed the heights last month, we can expect an influx of games based around the Roman Empire. Rome AD92 is the first of these and it takes a very different approach than that taken by the previous release by Impressions.

Whereas Caesar was a fairly serious strategy game, Rome is a role playing game which is very much in the mould of another Millennium game, Robin Hood. Fortunately though, the team have taken note of the criticisms levelled at their last game and tweaked the game system. In doing this they have created an infinitely more playable game.





Conversing with the other inhabitants of Rome will help you find out who they are for a start and then lead to better things!



What a friendly place Imperial Rome was.

Your aim is to complete a series of progressively more difficult missions.

At the start of each task you will be given an objective. Once you have completed this, you will more than likely have to do something else before successfully completing each mission.

As Hector, slave to a rich

This map view will show you the whole of Rome. It also shows you the position of every other person as well! Wow!

# Take on the role of an ambitious slave, destined for the top.

to Segamus Megadrivus the

Roman Consul (hmm, that's very

sad!), to leading the mighty Roman

Your everyday routine will consist

of nasty things such as bribery,

Your life is certainly not simple!

deceit and theft. So if you

partake in those type of

you

home in this game!

place in Rome though. Oh no, you

can take Hector around the world

to hot and exotic locations such as

The action doesn't just take

certainly feel at

activities on a

regular basis

in real life

anyway,

will

army in attacks.

Roman lawyer, you must aim for the very top as you have aspirations of eventually becoming the new Roman emperor. Your missions vary from simply delivering a message

> Egypt and, of course, Britannia. As you visit these places, the action hots-up and success becomes much more difficult. Life's never easy, is it?

Lying on the

floor are the entrails of

some strange,

and people will

often read the

future by using

them. Strange.

dead animal

Shifty salesman such as this one were fairly commonplace on every street.

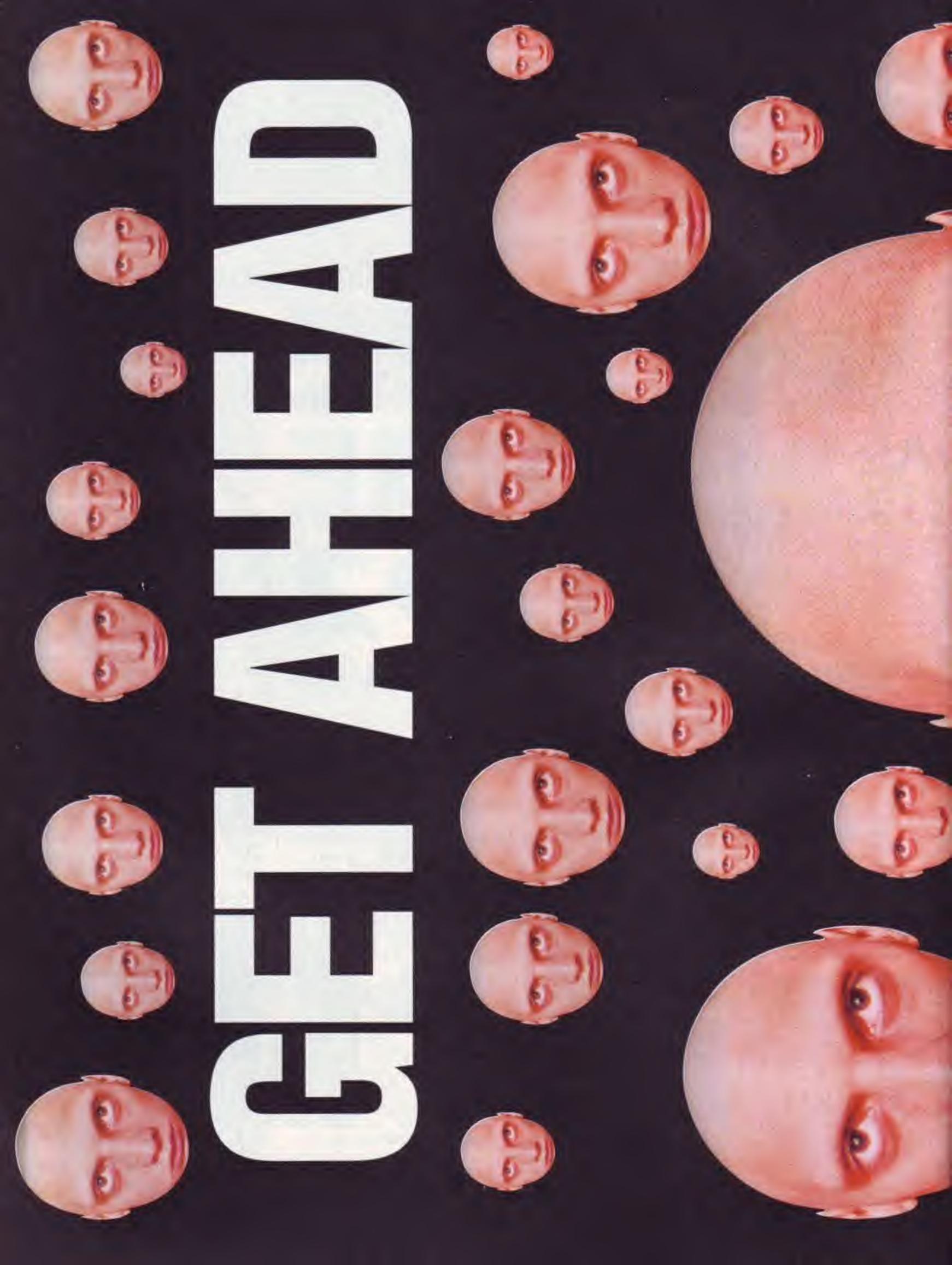


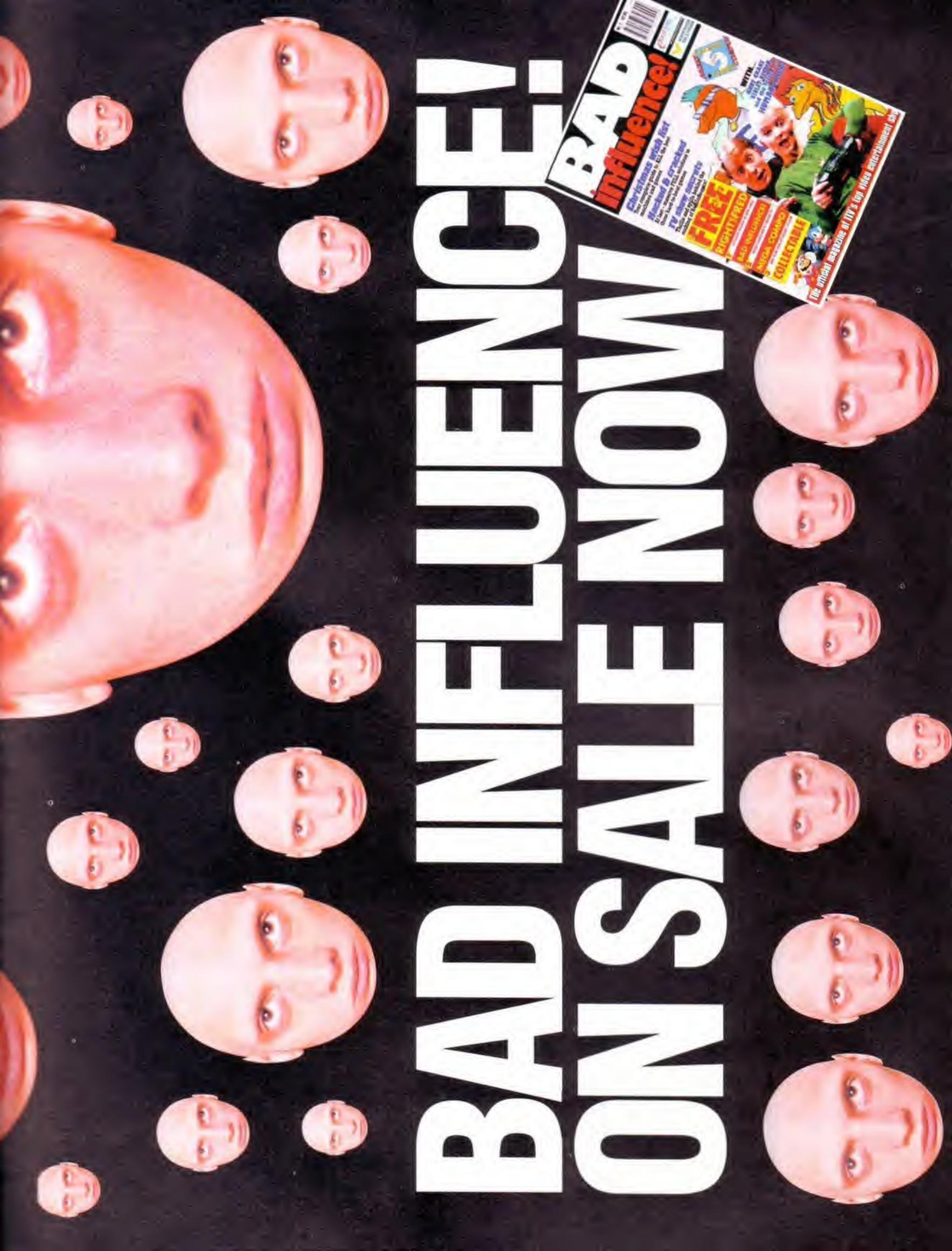
Possibly the dodgiest joke in the whole of computer games history. You have found Segamus Megadrivus, the Roman Consul.

#### LOW-DOWN THE PUBLISHER: Millennium TEAM: Steve Grand & Ian Saunter £29.99

As a follow-up game to Robin Hood, I am in no doubt that Rome AD92 wipes the floor with its predecessor. However am still not convinced that this game system completely works. That is not to say that I didn't enjoy playing Rome AD92 because I did, but I think it is going to take a third release of this type of product to convert me. Even so, it's an entertaining, fun to play strategy game. Steve









What a picturesque scene. There's nothing quite like a nice quiet Sunday afternoon trip in a helicopter gunship... until the missiles begin to roar in.

As usual, plenty of external views are on offer for you to delight in. Of course, you will probably never use any of them during a fight unless you're unbelievably cool.

GUNSHIP f you've ever seen the film Apocalypse Now, or any of the decidedly dodgy relevision programmes such as the legendary Blue Thunder, then you will be familiar with the appearance of a

313

helicopter gunship. Great big ugly things, piled high with enough ordnance to drag even the most advanced jet fighter plunging to the ground.

When the original Gunship was released, it revolutionised the flight sim market, being the first game of any real worth not to simulate a fighter aircraft. Now almost a year after its release on the PC, the follow up hits the Amiga and it has to be said, it's

sensational stuff.

CH

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800

Amazingly, virtually all of the features that were present on the PC have been crammed into the Amiga version. Even more amazingly, MicroProse have managed to improve on the earlier version, as advances in technology over the last year have made new features such as wingmen possible.

#### Let's get intimate

The first thing that hits you is the size of the manual. It is huge! However, don't let that put you off as it contains descriptions of everything from the cockpit to each of the theatres of conflict in the game, which range from the searing heat of the Iraqi desert to the delightful green hills of Central Europe.

It is certainly not essential to plough through the entire manual, and it is

possible to be up and flying after only a brief scan of the tutorial if you make good use of the handy key control guide. However, I always find that a few hours spent reading a manual helps to set the scene for a game and, of course, improve your chances!

MicroProse has once again employed their unique mission building system, which randomly throws out your primary and secondary targets

083

in order to ensure that

FLIGH

the game does not quickly become stale by constantly churning out the same missions over and over again. There is also the option to play a single mission or

take part in a campaign in which you also control the strategic aspect of a captivating, intriguing game. Next it's time to choose the best chopper for the task at hand. There

Destroying enemy planes is not as difficult as it may sound. You have the advantage of being able to line up your shot while perfectly still.



The level of detail is guite amazing. You can even fly through the train tunnels on the landscape. Better hope you don't meet a train!



Remember Airwolf? Fans of that series

will be clambering for this, the latest in chopper simulations!



You don't only come up against other helicopters, you will also be expected to take out super fast jet fighters.

your shot at the enemy while hovering. Although this makes targeting much easier it also means that a lot of the time you are still while taking aim. This guite often leads to a situation of who can shoot first will survive, as the first one to loose off a missile will more often than not be the victor.



are quite a number to choose from and thankfully each one has different flight characteristics. This means that the player AMIGA ACTION is not left feeling 7 CCOLAD cheated because the only difference is in the way the cockpit is actually drawn and depicted.

With all of the details out of the way, it's time to clamber into the cockpit and take control. Start

日金

the blades, build up some rotations and ease yourself into the sky.

The first thing you will notice is how much more agile a helicopter is when you compare it to a fighter aircraft. It is possible to really throw yourself around the landscape, and you can even reverse a helicopter. But of course, you knew that already!

When it comes to combat, Gunship 2000 certainly sets the pulse racing. Because of the superior manoeuvrability of this type of aircraft, you can line up



case another helicopter, you must take him out. But make your first shot count as you probably won't get a second chance.

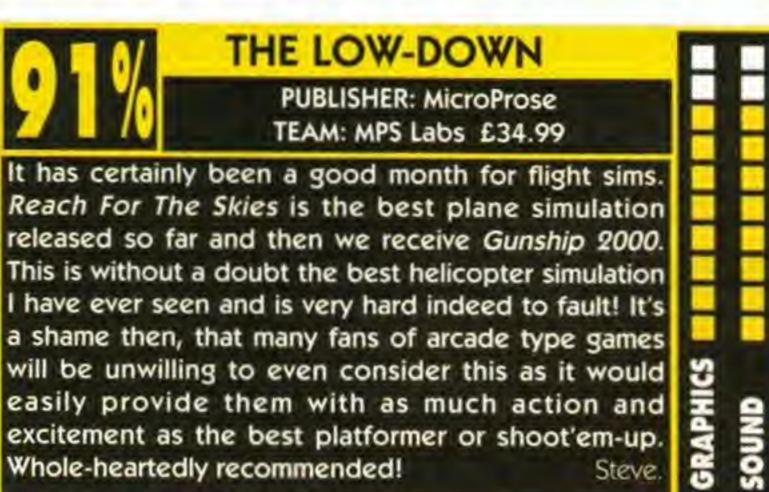
Mission disks are also in the pipeline so the future for this game would certainly appear to be a long and prosperous one.

The frame rate for the movement of the landscape has been kept at a high rate in the conversion from the PC, so the game runs very smoothly.

Whole-heartedly recommended!

As you would expect, your main objectives are to fly around the smooth landscape shooting at things and taking out your primary and secondary targets.





Steve.

# Take on the role of Lincoln to fight in the struggle that divided a whole nation, the - American Civil War.



VALUE AND DE

Who would be a politician! You certainly find out who your friends are when you come to power, and those who are just spongers after a top job.



5

trategy games are a field in which most software houses



Selecting your cabinet is possibly the most important action in the game. Get it wrong and you risk alienating certain areas of the community.

to be either Abraham Lincoln or Jefferson Davies enabling you to control either the Union or Confederate armies, depending on where your own sympathies lie. Control of the game is entirely mouse driven through the use of pull down menus, or simply STRATEGY boxes that appear on screen at the appropriate times.



swing your way. Mess up or treat the people too harshly and you may find people begin to move

VO GREATER

The main map is where all the action is. Here, you will make most of the important decisions that affect the outcome of the game.



have dipped their toe in at one time or another, but SSI are the mainstays in this area, producing a great many titles along such lines.

They have now decided to put their vast experience behind No Greater Glory, in an attempt to provide us with a simulation of the American Civil War.

At the beginning of the game you are given the option to choose

Economic policy can mean the difference between success and failure. Get it right and the people will love you. Get it wrong and you'd better watch your back!

Light

Heavy

100

Hoderate

Crisis

Viel8 (Est.): 198

You must take charge of matters such as control over your policy towards slavery, taxes, inflation and the conscription of negroes to your armed forces. Manage your affairs successfully and public support will begin to

away from your cause.

Finding a successful policy is vital to your

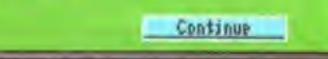
success, but the major problem is that unless YOU are an American Civil War expert it is unlikely that your level of background knowledge concerning important people involved in the war will be

sufficient, making decision taking more of a trial and error process, rather than the educated

choice that it should be. Perhaps it's all a bit too



With the state town between Union and Secession, the government of Kentucky has proclaised the state neutral. It refuses to accept within its burdens Furces From, or recruitsent by, either side!

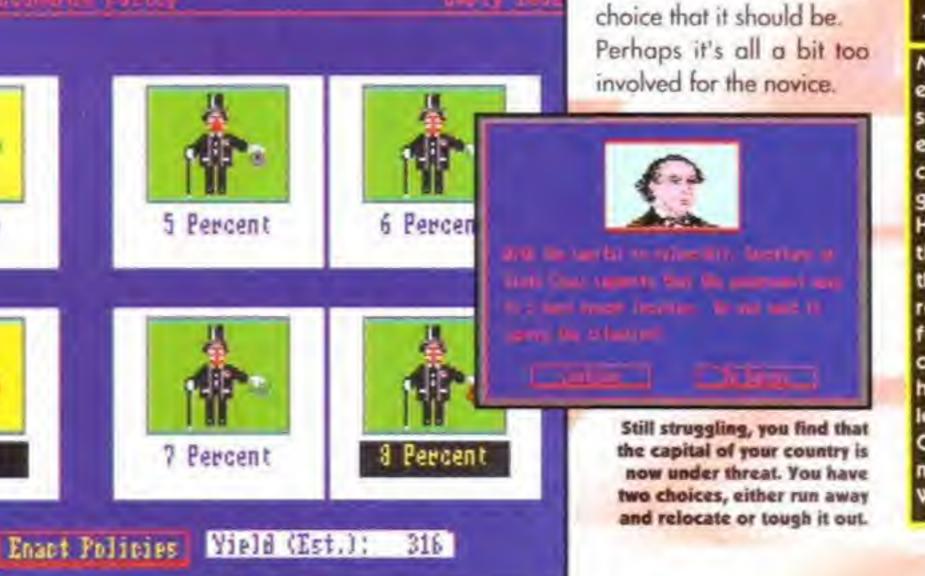


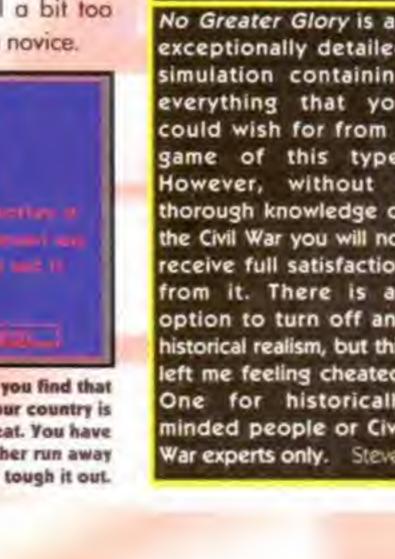
Your period of office is not running altogether smoothly. Rentucky has proclaimed neutrality. It might be worse though, they could have changed sides!

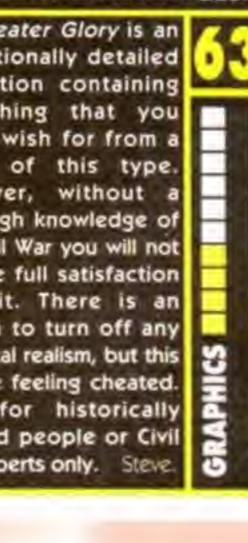
### THE LOW-DOWN

PUBLISHER: SSI TEAM: Edward and Patricia Bever £25.99

No Greater Glory is an exceptionally detailed simulation containing everything that you could wish for from a game of this type. However, without a thorough knowledge of the Civil War you will not receive full satisfaction from it. There is an option to turn off any historical realism, but this left me feeling cheated. One for historically minded people or Civil War experts only. Steve.







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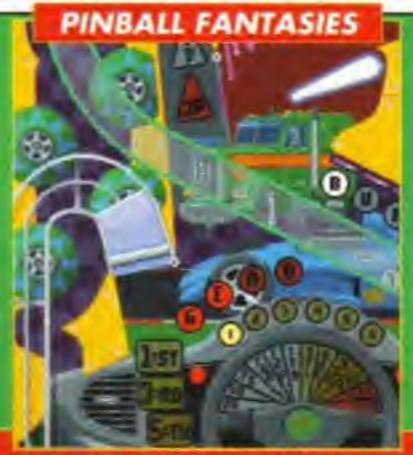
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CATEGRATE         IDEA         IDEA        IDEA        IDEA        <	CASTLE OF DELEBAIN (1MB) 23.95	HOLLYWOOD COLLECTION (N4) 20.95	PANG A 96	THE MANAGER (1ME) 20.9	
CAVE MAZE         1005         HODE (11MB)         110         PERFECT CREAMAGE (14MB)         22.85         TITUE THE FOX         22.85         22.85         2	CASTLES-N. CAMPAIGN DATA DISK. 12.95	HOME ACCOUNTS 2 30.95	PARASOL STARS 17.95	TIDY THE HOUSE 10.9	MISCELLANEUUS
CENTIDION         COMMING RULE         COMMAND STREE	CAVE MAZE 10.95	HOOK (1MB) 17.95	PERFECT-GENERAL (1MR) 23.95	TITUS THE FOX	
United Parking         Unit of the Arrow State Life Constraint (MB)         2005         United Constraint (MB)         2005         Constraint (Constraint)         Constraint)         Constraint (Constraint)         Constraint)	CENTURION8.95	RUMANS 20.05	PGA TOUR GOLF PLUS 20.95	TOTAL RECALL 17.9	Citatine monin centric Lilo.30
Contrast ind Lands ind	CHAOS ENGINE 17.95	JAN BOTHAM'S CRICKET (1MB) 20.85	PICTURE ERACTIONS 10.95 PINBALL DREAMS 17.95	TOURING CAR RACER 6.9	6
CHI 550 OHAMPION 2175       13.95       MMPOSSIBLE MISSION 2 (N)       6 (N)       PREASURES OF SAMPLE       17.95         CHI 550 OHAMPION 2175       13.95       MMPOSSIBLE MISSION 2 (N)       6 (N)       POLEC OLIGIN 14, PURSUIN       17.95       1 MEG LUPGADUE (SOL)       1 MEG LUPGADUE (SOL)<	CHART ATTACK VOL 1 (COMP) 20.95 CHASE HD 1 6.96	IK4 5.96 IMPOSSAMOLE 6.06	PINEALL FANTASIES (1MB) 19.95 PLAN 9 FROM OUTER SPACE (1MB) 23.95	TOYOTA CELICA 6 9 TREASURE ISLAND DIZZY (N+). 4.4	6
CHOLON VLAGER 2         0.95         CMM         25.90         POLL OF FADURATE         20.95         THEODUCERS         FMED	CHESS CHAMPION 2175 13.95 CHESSMASTER 2100 (1MB) 20.95	IMPOSSIBLE MISSION 2 (N+) 6.06 INDIANA JONES & FATE OF ATLANTIS (AUV)	PLATINUM (COMP) 17.95 POLICE QUEST 3 (IMB). 23.95	TRIVIAL PURSUIT 5.0	6 A MED LIDE DADE (DADA) SEE OF
Chun Shartion (1MB)         22:95         INDIANA JONES & LAST CRUSSAUE (ADV)12:95         OPULOUS - WORLD EDITOR         11:95         TURRICAL 2         5.96         MOUSE (MS)         MOUSE (MS)           CUM Shartion         20:95         INTERNATIONAL RUGRY CHALLENCE 17:96         DUPLOUS 21/12 MEG)         20:95         POPLOUS 21/12 MEG)	CHUCK YEAGER 2	(1MB) 25.90 INDIANA JONES & LAST CRUSADE (ACT) 6.96	POOL OF RADIANCE 20.95 POOLS OF DARKNESS (1MB) 21.95	TROODLERS 17.9 TURRICAN 6.9	6 1 MEC LIDORADE JOON 051 05
COMMAIT CLASSICS         20.95         Intremational sPorts CHALLENCE 20.95         POPULOUS DATA DISK         12.95         TV SPOrts Blocking         TV SPOrts Blockin	CIVILISATION (1MB)	INDIANA JONES & LAST CRUSADE (ADV)12.95	POPULOUS - WORLD EDITOR	TURRIGAN 2 6.9 TURTLES 2 - THE COIN OP 17.9	6 1 Mica Dranvide (000)101.90
CONDUCTS OF THE UNRELOT (1MB)       20.95       ITAL VERT TO POWER MONIGER       20.95       UDM       UDM       7.95       DUST COVER (300 OPT 10.5)         CONDUCTS OF THE UNRELOT (WINS       7.95       ITAL VERT TO POWER MONIGER       6.96       POWERMONIGER DATA DISK (WWT)       19.95       UDM       0001       00001       0001       0001	COMBAT AIR PATROL 20.95	INTERNATIONAL RUGBY CHALLENGE 17.95 INTERNATIONAL SPORTS CHALLENGE 20.95	POPULOUS 2 (1/2 MÉG) 20.95 POPULOUS DATA DISK 12 95	TV SPORTS BASEBALL 12.9	6 mouse 6 mouse 6 mouse 6 mouse
COUNTY PURCE         17.95 (AGUAR XU220 (100)         IAGUAR XU220 (100)         (100)<	CONFLICT KOREA (1MB) 23.95 CONDUESTS OF CAMELOT (1MB) 26.06	ISHAR - LEGEND OF THE FORTRESS (N600)20.95	POWERMONGER 20.95	U.M.S. 2 20.9	
COUNT PURCHAR         17.95 (AGUAR XL220 (100)         Chubble 17.95 (AGUAR XL220 (100)         Chubble 17.95 (AGUAR XL220 (100)         PROMINE PURCHAR (100)         Count of the provided purchar (100)         Count of the purchar (100) <t< td=""><td>CONDUCTS OF THE LONGBOW (1MB) 23.95</td><td>ITALY 1990 6.96 MANHOE 0.90</td><td>POWERMONGER DATA DISK (WW1) 11.95</td><td>ULTIMA 6 (1MB)</td><td>5 DURTHALED MAN</td></t<>	CONDUCTS OF THE LONGBOW (1MB) 23.95	ITALY 1990 6.96 MANHOE 0.90	POWERMONGER DATA DISK (WW1) 11.95	ULTIMA 6 (1MB)	5 DURTHALED MAN
OWNERS ACTION         21.56 (model         17.95 (model	COOL CRICC TWINS 17.95	JACK NICKLAUS (BUDGET) 6 96	PREMIER COLLECTION 17.95 PREMIERE (1MR) 20.95	UTOPIA - NEW WORLDS DATA DISK 11.9	DISTOMED (MONITOD) 0000
Conversion         Convers	COUNT AND ADD UNDER 7 5	JAGUAR XJ220 (1M8) (7.95	PRIMARY MATHS COURSE (3 - 12) 18.95	VIKINGS (1M8)	5 HEAD CI FANER CT 75
CREATURES         17.95         JUNNAY WHITE S WHIRL WIND SNOOKI R 20.05         I7.95         WAYNI GRETSKY 2         17.95           CHURSE FOR & CLEWSE         19.95         JORN MACCAREMAN NINLA         17.95         WAYNI GRETSKY 2         17.95           CHURSE FOR & CLEWSE         19.95         JORN MACCAREMAN NINLA         17.95         WAYNI GRETSKY 2         17.95           CHURSE FOR ANCION         23.95         JORN MACCAREMAN NINLA         17.95         WAYNI GRETSKY 2         17.95           CHURSE OF BREAKTION         23.95         JORN MACCAREMAN NINLA         17.95         WILD STREETS         7.95           CHURSE OF BREAKTION         12.95         JORN MACCAREMAN NINLA         17.95         WILD STREETS         7.95           CHURSE OF BREAKTION         12.95         KCR OFF 2 (THUR)         10.95         CLEST FOR ADVENTURE (COMPY (1MB)         23.95         WILD STREETS         7.95           DALEY THORMONON I ST HURSE (CHURSE STOR ADVENTURE (COMPY (1MB)         23.95         WORLD CONSTRUCTION         17.95         MONOTO WILD STREETS         9.95         Monitor Warma (1MB)         23.95         WORLD CONSTRUCTION         17.95         MONOTO WORT (1MB)         23.95         WORLD CONSTRUCTION         17.95         MONOTO WORT (1MB)         23.95         WORLD CLASS ROOT         17.95         RALE ORIV	COVERT ACTION 23.95	JAMES PUND. 0.90	PRO TENNIS TOUR 1 6.96	VI2 7.9	6 MOUSE HOUSE \$2.95
Current of the second of th	CREATURES 17.95	JUMMY WHITE'S WHIRLWIND SNOOKER 20.95	PUSH OVER (1MB) 17.95	WAYNE GRETSKY 2 17.9	
CYTHON         20.95         JUPITER'S MARIANON         17.95         Outsite for advertised as to be composited as tob be composited as tob be com	CRYSTAL KINGDOM DIZZY 12.95	JOHN MADDEN'S FOOTBALL 17.95	PUZZNIC 6.96	WILD STREETS	A Monitor with Later Torbe Challsons II
DALEY TROMPTON EDITION         COLD FACK (TMS)         COL	CYTHON	JUPITER 5 MASTERORIVE 8.96	QUEST FOR ADVENTURE (COMP) (1MB) 23.95	WING COMMANOER1 (1MB) 23.5	6 Doslcover, Scart cable,
DAS BOOT         12.85         KCK OFF 2 (1MEG)         17.95         RACE DRIVING         20.95         WORD WORTH V1.1 (1MB)         85.95         £2.24.95           DEATH KNICHTS OF KRIVNIK (1ABD)         20.95         KICK OFF 2 (FNAL WHISTLE) (N+)         9.95         RACE DRIVING         20.95         WORD WORTH V1.1 (1MB)         85.95         £2.24.95           DELUXE PAINT IV         50.95         KICK OFF 2 (FNAL WHISTLE) (N+)         6.96         RALROAD TYCOON (1MB)         23.95         WORD UCLASS RUGINY         17.95         £2.24.95           DELUXE PAINT IV         20.95         KICK OFF 2 (RETURN TO EUROPE) (N+)         6.96         RALROAD TYCOON (1MB)         23.95         WORLD CLASS RUGINY         17.95         E2.24.95           DEUTEROS (N+)         20.95         KICK OFF 3         17.95         RALROAD TYCOON (1MB)         23.95         WORLD CLASS RUGINY         17.95         E0.95           DEUTEROS (N+)         20.95         KICK OFF 3         17.95         RAINBOW ISLANDS         6.96         WORLD CLIP SOCCER         7.95         MINI OFFICE           DIZZY COLLECTION         17.95         KINGO URST 5 (1MB)         30.95         RAMPART         17.95         7.00T         6.96         MINI OFFICE           DIZZY PANIC         6.96         KINGO URST 5 (1MB)	DALEY THORMPSON & OLYMPIC CHALLENGER 96	KGR (1MS) 20.95	R TYPE 1 5.96	WOLT PACK (1MS. N+) (3.9	6 Fran Hart New Deliver
DELUXE PAINT IV         S0.85         KIDK OFF 2 (BLANTS OF EUROPE) (N+)         6.96         PAILROAD TYCOON (IME)         23.95         WORLD CLASS RUGIPY         17.95           DEMON BLUE         6.96         KIDK OFF 2 (RETURN TO EUROPE) (N+)         6.96         PAILROAD TYCOON (IME)         23.95         WORLD CLASS RUGIPY         17.95           DEUTEROS (N+)         20.95         KIDK OFF 3         17.95         FAINBOW ISLANDS         596         WORLD CLASS RUGIPY         50.95           DEUTEROS (N+)         17.95         KIND WORDS 3 (1MB)         36.95         FAINBOW ISLANDS         596         WORLD CLASS RUGIPY         7.95         MINI OFFICE           DIZZY COLLECTION         17.95         KIND WORDS 3 (1MB)         36.95         FAANBOW ISLANDS         6.96         X - OUT         6.96         X - OUT         6.96         X - OUT         6.96         E4.9.95         E4.9.95           DIZZY S EXCELLENT ADVENTURES         17.85         KNIGHTMARE         20.95         READING WRITING COURSE (3 - 8)         18.95         ZAK MACRAKIN         10.95         E4.9.95	DAS 800T 12.95	KICK OFF 2 (1MEG) 17.95	RACE DRIVING 20.95	WORD WORTH V1.1 (1MB) B3.9	
DEMON BLUE         6.96         KICK OFF 2 (RETURN TO EUROPE) (N+)         6.96         FAINBOW COLLECTION         12.95         WORLD CLASS RUGBY 5 NATIONS         20.95           DEUTEROS (N+)         20.95         KIDK OFF 3         17.95         FAINBOW ISLANDS         5.96         WORLD CLASS RUGBY 5 NATIONS         20.95           DEUTEROS (N+)         17.95         KINO WORDS 3 (1MB)         36.95         FAINBOW ISLANDS         5.96         WORLD CUP SOCCER         7.95           DEZY COLLECTION         17.95         KINO WORDS 3 (1MB)         36.95         FAAMBO 3         6.96         X - DUT         6.96           DIZZY PANIC         6.96         KINGS QUEST 5 (1MB)         20.95         READING WRITING COURSE (3 - 8)         18.95         ZAK MACRAKIN         10.95         E4.9.95	DELLOXE PAINT IV 50.05	KICK OFF 2 (GLANTS OF EUROPE) (N+) 6.96	RAILROAD TYCOON (1MB) 23.95	WORLD CLASS RUGIRY 17.9	8
DIZZY COLLECTION         17.96         KIND WORDS 3 (1ME)         30.95         FAMBO 3         6.96         X - DUT         6.96         MITNIOFFICE           DIZZY PANIC         6.96         KINGS QUEST 6 (1MR)         26.95         FAMBO 3         6.96         X - DUT         6.96         MITNIOFFICE           DIZZY PANIC         6.96         KINGS QUEST 6 (1MR)         26.95         FAMPART         17.95         7 - DUT         6.96         E49.95           DIZZY S EXCELLENT ADVENTURES         17.95         RAMPART         18.95         ZAK MACRAKIN         10.95         E49.95	DEMON 8LUE 6.96 DEUTEROS (N+) 20.95	KIDK OFF 2 (RETURN TO EUROPE) (N+)	RAINBOW COLLECTION 12.95 RAINBOW ISLANDS 5.96	WORLD CLASS RUGBY 5 MATIONS20.9 WORLD CUP SOCCER7.9	6
DIZZY'S EXCELLENT ADVENTURES 17 85 KNIGHTMARE 20.95 READING WRITING COURSE (3 - 8) 18.95 ZAK MACRAKUN 10.95 £49.95	DIZZY COLLECTION 13.95 DIZZY PANIC 6.96	KIND WORDS 3 (1MB) 30.95 KINGS QUEST 5 (1MR) 26.95	RAMPO 3 6.96 RAMPART 17.95	X-OUT 6.9 7+OUT 6.9	MINI UFFICE
	DIZZY S EXCELLENT ADVENTURES 17.95 DOUD DAN 17.95	KNIGHTMARE 20.95 KNIGHTS DF THE SKY (1MB) 23.95	READING WRITING COURSE (3 - 8) 18.95 RESONING WITH TROLLS 10.95		£49.95
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40 SPORTS BOXING	DREAD NOUGHTS	LEGEND OF KYRANDIA (1MB) 23.95 LEISURE SUIT LARRY 5 (1MB) 23.95	HISKY WORDS 17.9	DOUBLE DENSITY
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ADI MATHS (11-12) 17.95 ADI MATHS (13-14) 17.95	ELVIRA 1 (1MB, N+). 20.95	LETHAL WEAPON 17.95	R080C0P 2 15.9 R080C0P 1 17.9	25 \$12.65
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AIR BUCKS (1MB) 20.95 AIR COMBAT ACES (N+) 20.95	ESCAPE FROM PLANET OF ROROT MONSTERS	LINKS FIRESTONE 12.95 LITTLE PUFF (N4) 8.96 LIVERPOOL FOOTBALL 17.95	SABRE TEAM (1ME) 17.9 SECRET OF MONKEY (SLAND (1MB, N+), 17.9	45£21.10
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AMBER STAR (1MII N600) 20.95 AM05 30 23.95	F-19 STEALTH FIGHTER 20.95 E-29 RETALIATOR (N+) 17.95	LURE OF THE TEMPTRESS (1MB) 20.95 MY TANK PLATOON 20.95	SHERMAN MA 6.9 SHOE PEOPLE 17.9	200 178.75
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ANSWER BACK ARITHMETIC (6-11) 8-95 ANSWER BACK WORLD GEOGRAPHY 11-AD 8-95	FINAL FIGHT (N+) 17.95 FIRE & ICE 17.95	MATHS ADVENTURE (6 - 14)	SIM CITY ARCHITECTURE 2 7.9 SIM CITY TERRAIN EDITOR 7.9	5 5000
APIDYA 17.95 ADUATIC GAMES 17.95	FIRE FORCE 17.95	MAX (COMP) (N+) 20.95 MEGA MIX (COMP) 20.96	SIM CITY / POPULOUS 20.9 SIM FAITTH 23.9	WITH LABELS & WARRENTY
ADUAVENTURA 17.95 ARCHER MACLEANS POOL 17.95	FIRST DIVERSION MANAGER 0.96 FLIGHT OF THE INTRUDER 12.95 FLIMBO'S QUEST 7.95	MEGA SPORTS 17.95 MEGA TWINS 17.05	SKI DR DIE 69 SLV SPV 69	BOXES
ARKANOID 2 - REVENCE OF DOM	FLOOR 13 (1MB) 20.95 FOOTBALL CRAZY (COMP) 17.96	MEGA-LO MANIA / FIRST SAMARAI 20.95 MEGAFORTRESS (1MB) 20.95	SKI DR DIE         8.9           SLV SPY         6.9           SMASH IV         17.9           SNOW BR05         17.9	(WITH KEYS & DIVIDERS)
ARSENAL - THE COMPUTER GAME	FOOTBALL DIRECTOR 2 (1MB, N+) 17 95 FORMULA 1 GRAND PRIX (1MB) 23.95	MEGATRAVELLER 1 (1MB) 20.05 MEGATRAVELLER 2 (1MB) 20.05	SUCCER FINBALL 09 SUCCER STARS (COMP) 179	5 10 SLIMPACK F0.94
ASSASSIN (1MB) 17.95 AWARD WINNERS (COMP) 17.95	FRACTION GOBLING 10.05 FRENCH MISTRESS 15.90	MERCS 17.95	SODTY & SWITEP B.9 SPACE AGE 2 23.9 SPACE CRILISADE 17.9 SPACE GUN 17.9	AD CAPACITY CARS
BALLISTIX 7 95 BANE OF THE COSMIC FORGE (1MB) 25.99	FUN SCHOOL 2 (6 - 11) 5 96 FUN SCHOOL 2 (OVEN 11) 0.96 FUN SCHOOL 2 (UNDER 6) 6 96	MERLIN'S MATHS (7 +1) 17.95 MICRO FRENCH (BEGINNERS GCSE) 18.95 MICRO GERMAN (BEGINNERS GCSE / BUSINESS)	SPACE CRUSADE 17.9 SPACE GUN 17.9 SPANISH TITTOR 15.9	6 20 GAPALITY 15 00
BARBARIAN 1 6.95 BARBARIAN 2 (PSYGNOSIS) 17.95 BARDES TALK 2 8.95	FUN SCHOOL 2 (000E716) 0 96 FUN SCHOOL 4 (5 - 7) 17 95 FUN SCHOOL 4 (7 - 11) 17 95	18.95 MICHO MATHS (11-6CSE)	SPECIAL FORICES (1MB) 23.9 SPECIAL FORICES (1MB) 23.9 SPECIAL FORICES (1MB) 77.9	
BARDS TALE 1	PUN SCHOOL 4 (UNDER 5.5) 17.95 PUN SCHOOL 4 (UNDER 5.5) 17.95 PUTURE WARS 10.95	MICROPROSE GOLF (1M8) 23.05 MICROPROSE SOCCER 6.06	SPORTS BEST. 17.9	5 100 DADADITY 00 00
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BEACH VOLLEY6.96 BEAST RUSTERS17.95	GHOULS & GHOSTS 6.96 GNOME ALONE 17.99	MODNSTONE (1ME) 20.95 MODNWALKER (N+) 6.96	STREETROHTER 2 19.9 STRIDEN 8.9	6
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BITMAP BROS - VOL 1	GODFY'S RAILWAY EXPRESS 17.95 GRAHAM TAYLOF'S SOCCER (1MII) 17.95 GRAND STAND (COMP) (N+) 17.95	NEIGHBOURS	SUPAPLEX 6-9 SUPER FROG (1MB) 17.9	6 MAVERICK 1 (QS128F)£13.75
BOARD GENIUS 20.95 BONANZA BROS 15.95	GUN5HIP 200 23.95 GUY SPY 20.95	NEW ZEALAND STORY (N+). 6.96 NIGEL MANSELL'S WORLD CHAMPIONSHIP. 20.95	SUPER MONACO G P 7.5 SUPER OFF ROAD 7.9	g 1204
BRAIN BLASTER 6.96 BUBBLE DOUBLE (N+) 6.96	HAGER THE HORRIBLE 15.95 HARLEQUIN 17.95	NINJA COLLECTION 13.95 NINJA WARRIORS 7.05	SUPER SEGA (COMP) 20.9 SUPER SIM PACK (COMP) 18.9	5 STAR PROBE £13.50
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CAMPAIGN 23.95 CAPCOM COLLECTION 20.95	HARRIER ASSAULT 70.05 HEAD OVER HEELS 0.96	OMAR SHARIF'S BRIDGE (1MB) 23.95 OPERATION COMBAT. 7.95	SUPER FIGHTER (COMP) 17.9 SUPER SKI 2 17.9	E CONTRACTOR OF CONTRACTOR
CAPTAIN DYNAMO 6.96 CARDIAXX 14.95 DARL LEWIS CHALLENGE 17.95	HEAD TO HEAD (COMP) 23.95 HEIMDALL (1ME) 25.95 HEIMDES OF THE LANCE 6.96	OPERATION THUNDERBOLT 6.96 OPERATION WOLF (N+) 6.96 OUTLANDER 20.95	SUSPICIOUS CARGO 17 0 SWITCHBLADE 2 7 9	TOP STAR (SV127) £21.50 SUPERCHARGER (SV123) £9.00
CARL LEWIS CHALLENGE 17.95 CARRIER COMMAND .7.95 CARTOON COLLECTION 17.95	HEROQUEST - TWIN PACK 20.05 HERO QUEST 2 17.95	DUTRUN (N+) 6 96 PACIFIC ISLANDS 20 95	SWORD OF HONOLIA 17 9 TEAM SUZUKI 6 9	STING BAY AF C1250
CASINO 17.95 CASTLE MASTER 5.96	HITCHIKERS GUIDE TO THE GALAXY 7 95 HOI 12.95	PAINT & CREATE (OVER 5:5) . 17.95 PALADIN 2 (1MB) 20.95	TENNIS CUP 2 17 9 TEST DRIVE 2 COLLECTION (N+) 20.9	6 MEGA STAR A/F (SV133) \$22.00
CASTLE OF DR. BRAIN (1MB) 23.95 CASTLES (1MB) 20.95	HOLLYWOOD COLLECTION (N+) 20.95 HOME ACCOUNTS 1 20.16	PANG B 96 PANZA KICK BOXING 7.95	THE MANAGER (1ME) 20.5 THUNDERIGIWK 20.5	AUGOFIL AUFOLIO
CASTLES-N. CAMPAIGN DATA DISK. 12.95 CATCH YM 17.95	HOME ACCOUNTS 2 30.95 HOME ALONE (1MS, NJ) 17.95	PARASOL STARS 17.95 PEN PAL 36.95	THEY THE HOUSE 10.5 TIP OFF 17.5	S PADTOON IS ACCURE DARK PRODE
CAVE MAZE 10.95 CELTIC LEGENDS 20.95	HOOK (1MB). 17.95 HOVERSPRINT 6.96	PERFECT GENERAL (1MB) 23.95 PGA TOUR GOLF - COURSE DISK 11.95	TOKI 17.6	5 DELLIVE WORK CENTRE CAS OF
CENTURION 8.95 CHAMPIONSHIP MANAGER (1MB) 17.95	HUMANS 20.05 HUNT FOR HED OCTOBER 7.95	PGA TOUR GOLF PLUS 20.95 PICTURE ERACTIONS 10.95	TOTAL RECALL 17.5 TOUCHDOWN 6.1	6 CUMANA DISK DRIVE \$57.96
CHAOS ENGINE 17.95 CHART ATTACK VOL 1 (COMP) 20.95	IAN BOTHAM'S CRICKET (1MB) 20.95 IK4 B.96 IMPOSSAMOLE 6.96	PINBALL DREAMS 17.95 PINBALL FANTASIES (1MB) 19.95 PLAN 9 FROM OUTER SPACE (1MB) 23.95	TOURING CAR RACER: 65 TOYOTA CELICA 65 TREASURE ISLAND DUZZY IN 1 6	0.5 MEG UPGRADE + CLOCK £29.95
CHASE HD 1 6.96 CHI 55 CHAMPION 2175 13.95 CHESSMASTER 2100 (1MB) 20.95	IMPOSSIBLE MISSION 2 (NJ) 6.00 INDIANA JONES & FATE OF ATLANTIS (AUV)	PLATINUM (COMP) 17.95 POLICE QUEST 3 (1MB) 23.95	TREASURE ISLAND DUZZY (N+) 4.0 TREASURES OS SAV, FRONTIER (1MB) 21.9 TRIVIAL PURSUIT 5.0	
CHUCK VEAGER 2	(1MB) 25.90 INDIANA JONES & LAST CRUSADE (ACT) 6.95	POOL OF RADIANCE 20.95	TROODLERS 175 TURRICAN 63	
CISCO HEAT 15.95 CIVILISATION (1MB) 21.95 CUIN SPACE 6.96	INDIANA JONES & LAST CRUSADE (ADV/12 95	POPULOUS - WORLD EDITOR 11.95	TURRIGAN 2 6.0 TURTIES 2 - THE COIN OP 730	6 1 MEG UPGRADE (600)
COMBAT AIR PATROL 20.95 COMBAT CLASSICS 20.95	INTERNATIONAL RUGBY CHALLENGE	POPULOUS 2 (1/2 MÉG)	TV SPORTS BASEBALL 42.9 TV SPORTS BOXING 12.5	MOUSE MAT 52.96
CUM DATION (1MB) 21.95 CUM SPACE 6.96 COMBAT AIR PATROL 20.95 COMBAT CLASSICS 20.95 CONDUESTS OF CAMELOT (1MB) 23.95 CONDUESTS OF CAMELON (1MB) 23.95 CONDUESTS OF CAMELON (1MB) 23.95 CONDUESTS OF CAMELON (1MB) 23.95 CONDUESTS OF CAMELON (1MB) 23.95	INDY HEAT 17.95 INTERNATIONAL RUGBY CHALLENGE 17.95 INTERNATIONAL SPORTS CHALLENGE 20.95 ISHAR - LEGEND DF THE FORTRESS (N600)20.95 ITALIAN TUTOR 15.00	POWER OF (COMP) 20.95 POWERMONGER 20.95	0000	DUSTCOVER (500 OR PLUS) F3.65
CONDUCTION THE CONGROW (1MB) 23.95 CONTINENTAL CIRICUS .7.95	DVANHOE 0.90	PREDATOR 1	ULTIMA 6 (1MB) 20.5 UTOPIA 20.5	5 DUSTLUVEN (000)E3.05
CARLE WEITERS	JACK NICKLAUS (BUDGET) 6.96 JACK NICKLAUS UNL GDLF (1MB) 20.95 JAGUAR XJ220 (1MB) 17.95 JAMES BOND COLLECTION (N+) 17.95	PREMIER COLLECTION 17.95 PREMIERE (1MB). 20.95 PRIMARY MATHS COURSE (3 - 12). 18.95	UTOPIA - NEW WORLDS DATA DISK 11 S VENUS THE FLY THAP ES	8 DOSTROACH (MOUNDA) 70.33
COUNT AND ADD UNDER 7 5	JAGUAA XJ220 (1M8) (7.95 JAMES BOND COLLECTION (N+) 17.95 JAMES POND 6.96	PRIMARY MATHS COURSE (3 - 12) 14(95) PRINCE OF PERSIA 590 PROTEINNIS TOUR 1 6.96	VIKINGS (1MB) VIRTUAL WORLDS (COMP) 201	6 1010 001/401 1010
CRAZY GARS 1. 17.95	JIM POWER 17.95	PSYCHO'S SOCCER SELECTION 20.95 PUSH OVER (1MB) 17.95	VROOM 17.5	
CREATURES 17.05 CRUISE FOR A CONVESE 19.95 CRYSTAL KINGOTA 01279 13.95	JOE & MAC CAVEMAN NINJA 17.95 JOE W MADDEN'S FOOTBALL 17.95	PUTTY (1MB) 17.95 PUTTY (1MB) 17.95 PUZZNIC 6.96	WEEN THE PROPHECEY 20.5 WILD STREETS 7.6	FILLIPS CM8833 II
CURSE OF ENDHANTIA 22.95 CYTHON 20.95	JONIOR TYPIST (5 - 10) 14.95 RUPITER 5 MASTERORIVE 8.96	DUEST & GLORY (COMP) 20.95 DUEST FOR ADVENTURE (COMP) (1MB) 23.95	WILLY REAMOSH (1M8) 23.5 WING COMMANIOL RT (1M8) 23.5	Desleever, Scari cable,
D. GENERATION (TMB) 12.95 DALEY THOMPSON 5 D. HAPPS CHALLENGER 96	KGR (1MB) 20.05	OUEST FOR GLORY1 (1M8) 26.95 R 7YPE 1 5.96	W/2XID 175	5 One Years On-site Warranty.
DARK QUEEN DE KRYINN (MBY 21.95 DAS 8001 12.95	KICK OFF # EXTRA TIME 8.96 KICK OFF 2 (1MED) 17.95	R.B.I. BASEBALL 2 20.95 RACE DRIVING 20.95	WONDERLAND (1MB) 29.5 WORD WORTH V1.1 (1MB) 83.9	6 C224 05
DEATH KNRGHTS OF KANNEN (MID) 20.85 DELUXE PAINT IV 59.95	KICK OFF 2 (FINAL WHISTLE) (N+) 9.95 KICK OFF 2 (GLANTS OF EUROPEL(N+) 6.96	RAGNORAK 26.95 RAILROAD TYCOON / IMBI 23.95	WORLD CLASS LEADERNIGARD 79 WORLD CLASS RUGINY 17.5	8
DEMON BLUE 6.36 DEUTEROS (N+) 20.95 DIZZY COLLECTION 17.96	KICK OFF 2 (RETURN TO EUROPE) (N+)	RAINBOW COLLECTION 12.95 RAINBOW ISLANDS 6.96	WORLD CLASS FLUGBY - 5 MATIONS20.5 WORLD CUP SOCCER: 7.5	MINI DEFICE
DIZZY PANIC 6.96	KIND WORDS 3 (1MB) 30.95 KINGS QUEST 5 (1MR) 26.95	FAMBO 3 6.96 RAMPART 17.95	X - DUT. 65 7 - DUT 65	
DUZZY S EXCELLENT ADVENTURES. 17.95 DOLIO DAN. 17.95 DONAL D'S AL PHANET CHASE 12.95	KNIGHTMARE 20.95 KNIGHTS DF THE SKY (1MB) 21.95 KNIK SNAX 8.90	READING WRITING COURSE (3 - 8) 18.95 RESONING WITH TROLLS 10.95 RED BARON 23.95	ZAK MACRAKIN 10.5 ZOOL (1M0) 17.5	
DONALD'S ALPHABET DRASE 12.85 DOODLEBUG 17.95	KWIK SNAX B 96 LAST NINLIA 2 (N+) 6 96	RED BARON 23.95 RED HEAT 6.90		Database, Graphics and Disk Utilities

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ADDAMS FAMILY 17.95	DREAM TEAM. 17.95 DUNE (1M9) 20.95 DUNGEON MASTER CHAOS STRIKES BACK (1M8) 20.95	LEMMINGS (ORIGINAL) 17.95 LEMMINGS 2 17.95	DOATSHARL AT DE	manual second
ADI ENGLISH (13-14) 17-95 ADI FRENCH (13-14) 17-95	(1MB) 20.95 DYNA BLASTER 20.95	LEMMINGS DOUBLE PACK	R090C00 17.95 R090C0P 1 6.96 R090C0P 2 15.95	10£5.30 20£10.35
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ALIEN BREED SPECIAL EDITION 92 (1MB)(ANIM DISK)	EVE OF THE BEHOLDER 1 (1MII) 20.95 EVE OF THE BEHOLDER 2 (1MII) 20.95 EVE OF THE BEHOLDER 2 (1MB) 23.95	LORD OF THE RINGS 17.95 LOTUS ESPRIT TURBO CHALLENGE 7.95	SRADOW OF THE BEAST 3. 20.96 SHADOW WARRIORS 6.96	100 641.70
ALTERED BEAST 6.96 AMBER STAR (1MII N600) 20.95	EVE OF THE BEHOLDER 2 (1MB) 23 95 F-16 COMBAT PILOT 7.95 F-19 STEALTH FIGHTER 20 95	LOTUS 3 THE ULTIMATE CHALLENGE 17.95 LOTUS TURIED CHALLENGE 2 17.95 LURE OF THE TEMPTRESS (1MB) 20.95	SHADOW LANDS 20.95 SHADOW WORLDS (1M8) 17.95 SHERMAN M4 6.96	QUALITY         PRICE           10         £5.30           20         £10.35           25         £12.65           30         £14.75           35         £16.90           40         £18.95           45         £21.10           50         £22.95           80         £36.35           100         £41.70           120         £49.40           150         £90.95           200         £78.75           250         £97.30
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ARCHER MACLEANS POOL 17.95 ARKANDID 2 - REVENCE OF DOM 6.96	FLIMBO'S QUEST 7.95 FLOOP 13 (1MB) 20.95	MEGA TWINS 17.05 MEGA-LO MANIA / FIRST SAMARAI 20.95	SLV SPY 6.98 SMASH IV 17.95	BOXES
ARMOUR GEDDON 2 17.95 ARSENAL THE COMPUTER GAME 17.95	FOOTBALL CRAZY (COMP) 17.96 FOOTBALL DIRECTOR 2 (1MB, N+) 17.95	MEGAFORTRESS (1MB) 20.95 MEGATRAVELLER 1 (1MB) 20.95	E STATUTE A PINELALL FOR	(WITH KEYS & DIVIDERS)
ASHES OF EMPIRE (1M8)27.95 ASSASSIN (1M8)17.95	FORMULA 1 GRAND FRIX (1MB) 23.95 FRACTION GOBLINS 10.05	MEGATRAVECLER 2 (1ME) 20.05 MERCENARY 3 17.95	SOCCER STARS (COMP) 17.95 SODTY 6 SWIEP 6.96	10 SLIMPACK £0.94
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BANE OF THE COSMIC FORGE (1MB) 25.99 BARBANIAN Y 6.95	FUN SCHOOL 2 (OVER 8) 9,96 FUN SCHOOL 2 (UNDER 6) 6,96	MICRO FRENCH (BEGINNERS GCSE) 18.95 MICRO GERMAN (BEGINNERS GCSE / BUSINESS)	SPANISH 10100 12 99	
BARBARIAN 2 (PSYGNOSIS) 17.95 BARDS TALE 1	FUN SCHOOL 4 (5 - 7) 17.95 FUN SCHOOL 4 (7 - 11) 17.95	18.95 MICNO MATHS (11-GCSE) 18.95	SPECIAL FORICES (1M8) 23.95 SPELLING FAIR (7.13) 17.95	and A such that the state of th
BARDS TALE TRILOGY 23.95 BATMAN - CAPED CRUSADER 6.96 BATMAN - THE MOVIE 6.96	PUN SCHOOL 4 (UNDER 5.5) 17.95 HUTURE WARS 10.05 G - LOG 12.05	MICROPROSE GOLF (1M8) 23.05 MICROPROSE SOCCER 6.96 MICNIGHT RESISTANCE (N+) 6.96	SPORTS BEST 17.95 ST ORAGON 6.96 STEG THE STUD	
BATMAN - THE MOVIE 6.96 BATTLE CHESS	G - LOC 17.05 GATEWAY TO SAVAGE FRONTIER (1MB) 21.95 GAUNTLET 2 0.06	MICROPROSE SOCCER 6.96 MICROPROSE SOCCER 6.96 MICNIGHT RESISTANCE (N+) 6.96 MIG 29 SOVIET FIGHTER (N+) 5.95 MIG 20M SUPER FULCRUM (N+) 24.95 MIGHT & MAGIC 3 (1MB) 23.95 MINI OFFICE (1MB) 49.95	57 0RAGON 6 96 51EG THE SLUG 6 96 STELLA 7 17.95 570FIM MASTER 20 95	100 GAPPIULT 20 /0
BATTLE ISLE SCENARIO DISK VOL 1 13.95	GAUND ET 3 17.95	MIGHT & MAGIC 3 (1MB) 23.95 MINI OFFICE (1MB) 49.95	STRATEGO 17.95 STRATEGY MASTERS 21.95	
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BIRDS OF PREY (1MB) 23.95 BITMAP BROS VOL 17.95	GOLDEN AXE 7.95 GOOFY'S RAILWAY EXPRESS 17.95 GRAHAM TAYLOR'S SOCCER (1Mil) 17.95	NARC 6.96 NARCO POLICE 6.96	STUNT CAR RACER	PYTHON 1 (QS130F) £9.25 MAVERICK 1 (QS128F) £13.75
BITMAP BROS VOL.2. 17.95 BLACK CRYPT (1MB, N+)	GRAND STAND (COMP) (N+)	NEIGHBOURS 17.95 NEW ZEALAND STORY (N+) 6.96 NIGEL MANSELL'S WORLD CHAMPIONSHIP	SUPAPLEX 8-96 SUPER (ROG (IMR) 17.95 SUPER MONACO G P 7-95	195, 00,00
BOARD GENIUS 20.95 BONANZA BROS 15.95 BRAIN BLASTER 6.96	GUNSHIP 200 23.95 GUY SPY 20.95 HAGER THE HORRIBLE 15.95	NIBEL MANSELL'S WORLD CHAMPIONSHIP 20.95 NINJA COLLECTION 13.95	SUPER MONACO G P 7 35 SUPER OFF ROAD 7 95 SUPER SEGA (COMP) 70.95	THE BUG £13.50
BUBBLE DOUBLE (N+) 6.96 BUNNY BRICKS 17.95	HARLEOUIN 17 DS HARPOON - BATTLE SET 3 11.95	NINIA WARRIORS7.05 NO GREATER GLORY 23.95	SUPER SIM PACK (COMP) 18.95 SUPER SPACE INVADERS (N+1) 17.95	STAR PROBE
CABAL 6.96 CADAVERI - THE PAY OFF 11.95	HARPOON BATTLE SET 4 11.95 HARPOON EDITOR 13.95	NO SECOND PRIZE (N600) 17.95 NODDY'S PLAYTIME (1M8) 17.95	SUPER TETRIS (IMB) 20.35 SUPER CARS 5.90	SPEEDKING ME C1100
CAESAR 20.95 CAMPAKIN 23.95	HARPOON VI 2.1. 20.95 HARRIER ASSAULT 26.95	MORTH & SOUTH 6 96 OMAR SHARIE'S BRIDGE (1MR) 23.95	SUPER CARS 2 7.95 SUPER FIGHTER (COMP) 17.95	NAVIGATOR AF \$13.75
CAPCOM COLLECTION 20.05 CAPTAIN DYNAMO 6.96	HEAD OVER HEELS 0.96 HEAD TO HEAD (COMP) 23.95	OPERATION COMBAT. 7.95 OPERATION THUNDERBOLT 6.96	SUPER SKI 2 17.95	TOP STAR (SV127) £21.50
CARDIAXX 14.95 CARL LEWIS CHALLENGE 17.95	HEIMDALL (1MB) 23 IIG HEROES OF THE LANCE 6 90	OUTLANDER 20.05	SUSPICIOUS CARGO 17.95 SWITCHBLADE 2 7.95 SWIV 7.95 SWIV 7.95	SUPERCHARGER (SV123) 19.00
CARFIER COMMAND .7.95 CARTOON COLLECTION .17.95 CASINO .17.95	HERO QUEST 2 17.95	DUTRUN (N+) 6.96 PACIFIC ISLANDS 20.96 PAINT & CREATE (DVER 5.5) 17.95	SWORD OF HONOUR 17.95 TEAM SUZUWI 6.96 TENNIS CUP 2 17.95	STING RAY AF £12.50 MEGA STAR AF (SV122) £22.00
CASINO 17.95 CASTLE MASTER 5.96 CASTLE OF DR. BRAIN (1MB) 23.95	H01 17.95	PAINT & CREATE (DVER 5.5) 17.95 PALADIN 2 (1MB) 20.95 PANG 8.06	TENNIS CUP 2 17 95 TEST DRIVE 2 COLLECTION (N+) 20.95 THE MANAGER (1MB) 20.95	
CASTLES (1MB) 20.95 CASTLES N. CAMPAIGN DATA DISK 12.95	HOME ACCOUNTS 1 20.86 HOME ACCOUNTS 2 39.95	PANZA KICK BOXING 7.95 PARASOL STARS 17.95	THUNDERHAWK 20.95 THUY THE HOUSE 10.95	MISCELLANEOUS
CATCH EM 17.95 CAVE MAZE 10.95	HOME ALONE (1MB, N+) 17.95 HOOK (1MB) 17.95	PEN PAL 36 95 PERFECT (JENERAL (1MB) 23 95	TIP OFF 17 SE TITUS THE FOX 17 SE	PATTOON CLASSIC DACK PRODE
CELTIC LEGENDS 20.95 CENTURION 8.95	HOVERSPRINT 6 % 20.05	PGA TOUR GOLF - COURSE DISK 11.95 PGA TOUR GOLF PLUS 20.95	TOKI 17.95 TOTAL RECALL 17.95	DELLIKE WORK CENTRE £46.95
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CHART ATTACK VOL 1 (COMP) 20.95 CHASE HD 1 6.96	IKA 85.96 IMPOSSAMOLE 6.96	PINEALL FANTASIES (1ME) 19.95 PLAN 9 FROM OUTER SPACE (1MB) 23.95	TOYOTA CELICA 6 96 TREASURE ISLAND DIZZY (N+). 4 40	0.5 MEG UPGRADE + CLOCK £29.95 0.5 MEG UPGRADE £26.95
CHESS CHAMPION 2175 13.95 CHESSMASTER 2100 (1MB) 20.95	IMPOSSIBLE MISSION 2 (N) 6.06 INDIANA JONES & FATE OF ATLANTIS (ADV) (1MB) 25.90	PLATINUM (COMP) 17.95 POLICE QUEST 3 (1MB) 23.95 POOL OF RADIANCE 20.95	TREASURES OS SAV. FRONTIER (1MB) 21.95 TRIVIAL PURSUIT 5.06 TRODOLERS 17.95	A MER LIDERADE (500.4) CER OF
CHUCK YEAGER 2	(1M8) 25.99 INDIANA JONES & LAST CRUSADE (ACT) 6.96 INDIANA JONES & LAST CRUSADE (ADV)12.95	POOLS OF DARKNESS (1MB) 21.95 POPULOUS - WORLD EDITOR 11.95	TROODLERS 17.95 TURRICAN 6.96 TURRICAN 2 5.96	1 MER LIDODADE JOAN
CUM SPACE 6.96 COMBAT AIR PATROL 20.95	INDY HEAT 17.95 INTERNATIONAL RUGBY CHALLENGE 17.95	POPULOUS 2 (1MEG) 20.95 POPULOUS 2 (1/2 MEG) 20.95	TURTLES 2 - THE COIN OP 17.95 TV SPORTS BASEBALL 12.95	MOUSE £14.75
COMBAT CLASSING 20.05	INTERNATIONAL SPORTS CHALLENGE	POPULOUS DATA DISK 12.95	TV SPORTS HOXING 12.95 U.M.S. 2 20.95	MOUSE MAT
CONQUESTS OF CAMELOT (1MB)	ITALIAN TUTOR 15.99 ITALY 1990 6.96	POWERMONGER 20.95 POWERMONGER DATA DISK (WW1) 11.95	UGHI 17.95 ULTIMA 6 (1MB) 20.95	DUSTCOVER (500 OR PLUS) 13 65
CONTINENTAL CIRCUS	D/ANHOF D.90	PREDATOR 1 6.96 PREMIER COLLECTION 17.95	UTOPIA - NEW WORLDS DATA DISK 11 95	DUSTOWER (600) E3.65
COUNT AND ADD UNDER 7 5	JACK NICKLAUS (BUDGET) 6 96 JACK NICKLAUS UNL GOLF (1MB) 20 95 JAGUAR XJ220 (1MB) 17 95 JAMES BOND COLLECTION (N+) 17 95	PREMIERE (1MB) 20.95 PRIMARY MATHS COURSE (3 - 12) 18.95	VENUS THE FLY TRAP E BE VIKINGS (1MB) 17.95	HEAD OLEANER 03 75
COVERT ACTION 23.95	JAMES POND 0 90	PRINCE OF PERSIA 5.96 PRO TENNIS TOUR 1 6.96	VIRTUAL WORLDS (COMP) 26.95 VIZ 7.95	MOUSE HOUSE 1295
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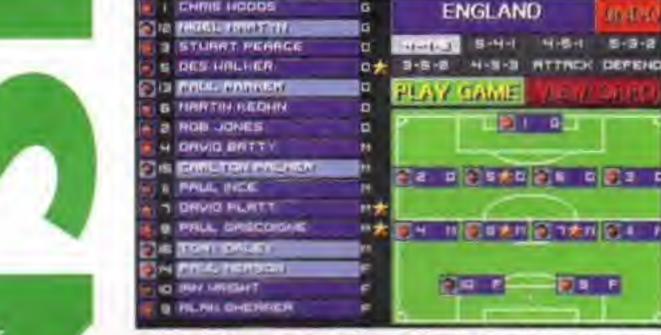
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# The Sensible Soccer versus **Kick Off debate** enters extra time...

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Graham Taylor seems to have picked a good squad at last. This team and many others has been updated to represent the 1999/93 season.



he heated big match between Kick Off II and Sensible Soccer has raged on in the pages of Amiga Action since we somewhat controversially gave the latter (and highly acclaimed elsewhere) soccer sim an average 78% score way back in issue 34. To send further shock waves through the terraces, Kick Off II won Amiga Action's 100 best games league by a mile and Sensible Soccer came a lowly 71st, avoiding relegation by a mere 29 places.

So, just what is Sensible Soccer V1.1 and does it change the opinions of Amiga Action's review team? Version 1.1 is a simple update and if you've already splashed out £26 on the

original you can send off a small sum of SPORT money to cover the cost of the upgrade. Full details and a contact address can be found elsewhere on this page. And now for the interesting new features bit. Apart from supplying the updated national and club squads for the 92/93 season, V1.1 improves various parts of the game and includes the new, and much maligned back pass rule. Passing back to the goalkeeper isn't legal (heading the



ball back is), so the keeper must take up the role of a sweeper and boot the ball as far away from the penalty area as possible.

The goalkeepers themselves have been improved dramatically and as such, it's a lot harder to

score than it was before. Some of the SIM dives look so realistic you'll be convinced you're watching Sky's Premier League coverage.

Other new features include the



After England's success against a team of Turkeys, Graham Taylor's army is brought back down to Earth by the Italians.

> The goalkeepers may have improved their lechnique between the sticks, but the **Barcelona** keeper is still incapable of stopping this fine lan Rush volicy.

Participate in various competitions, each of which is very accurate. Once you've won them all, design your own leagues and cup competitions.



-2-0 TENI Sensible Soccer owners will be overjoyed to hear that they can update to V1.1 for just £4.95. Send your cheques, made payable to SENSIBLE SOCCER OFFER, to the following address, complete with your original Sensi Soccer disk one and your name and address:

> Sensible Soccer Offer, Unit B3, Edison Road, St. Ives, Huntingdon, Cambridgeshire, PE17 4LF.

Allow two weeks for delivery. If you've yet to sample Sensi Soccer, the full updated product can be bought off the shelves for £25.99.

dishing out of red and yellow cards for Vinny Jones-type tackles, player suspensions, and several new competitions, including authentic World Cup qualifiers with all the correct teams in all the correct groups.

For a bit of fun, Sensible Software have also included a top secret feature which is hilariously linked to England's 1966 world cup success. More on that in a later issuel

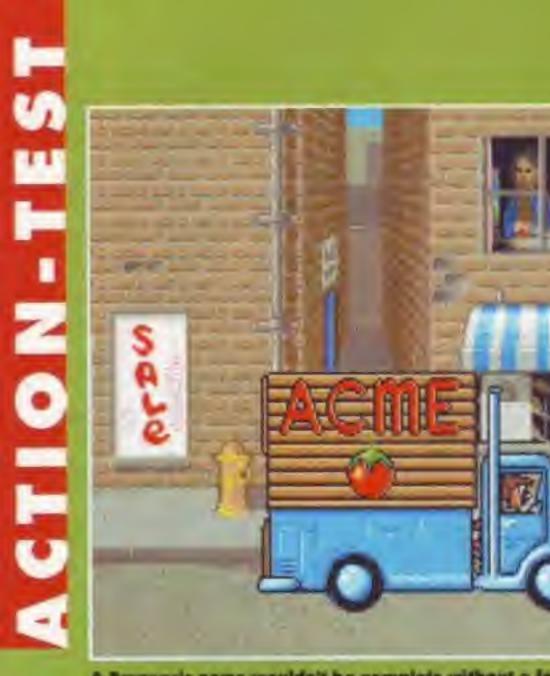
### THE LOW-DOWN

**PUBLISHER: Renegade** TEAM: Sensible Software £25.99 or £4.95 UPDATE

As an update, Sensi' Soccer V1.1 is an essential item, so don't hesitate, send for it immediately. As a stand alone product, it's been tweaked in such a way that it's still worth £26. It's a much better game than it was and if it were to meet Kick Off II in the FA Cup final the match would probably go to penalties. So make your own minds up and enjoy both, being the great sims they truly are. Pete.

**GNNOS** 

GRAPHICS

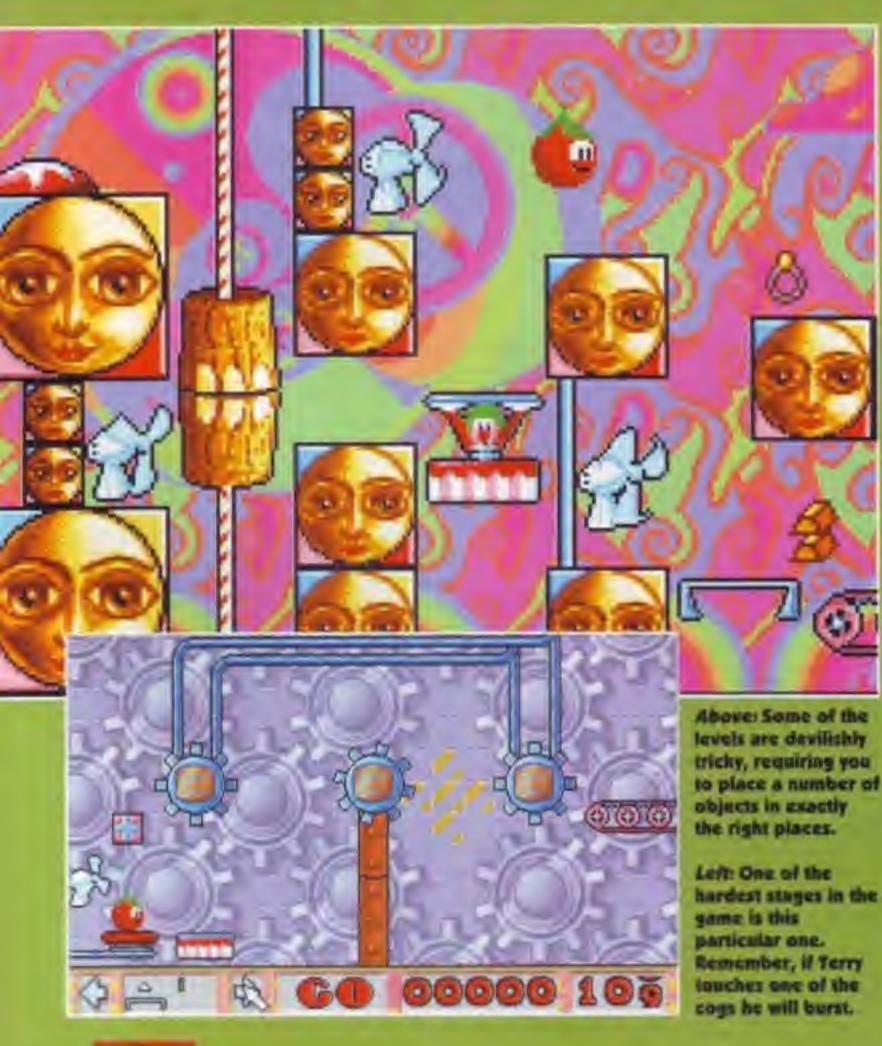


A Psygnosis game wouldn't be complete without a fantastic and entertaining intro sequence. Thanhfully, Bill's Tomate Game is no exception. What can I say about the gameplay? The basic idea is that you get a tomato, blow it with a small fan and let it bounce to the exit. Very strange!

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Tomato related tomfoolery with Terry Tomato and friends.

his is one thing I never expected to see - a game based solely around a tomato. But not just any tomato! Oh no, this is the legendary Terry Tomato and he is a little upset because of his girlfriend. Yep, the lovely Tracy Tomato has been kidnopped by the evil and ever so slightly insome Squirrel Som. He has taken Terry's delicious girlfriend to the top of a large magic vine.

Taking control of Terry, you must climb to the top of the towering beanstalk, negotiating 100 treacherous levels on the way. The only way for Terry to reach the vine's summit is to enter the 10 separate sections which the vine is divided into. Each section houses 10 levels of your quest.

To complete each level, you must strategically place fans to blow Terry along the levels. However it is not quite as simple as that. There are various

obstacles and gops which are too large to cross without help placed along the way.

To make completion of each level possible, you are given just enough objects to complete your task. These objects include platforms for Terry to bounce on, blocks to stop him banging into things, and trampolines to make him go that little bit further.

However, there is a drawback to all this. If Terry touches any Poor old Terry. That is no way for any self-respecting tomato to pass on to the other side. Fret not though for he'll get plenty more chances.



sharp objects or falls too for then he will be squashed like a ripe tomato. You can place objects anywhere on the screen that you think will enable you to to complete the level so long as they aren't touched by any of the moving objects. For some strange reason it has been decided that the number of attempts which you are allowed on each level will be limited to a number of around 122. This may seem a lot at first, and on the early levels you would have to be a complete thickie to fail to complete them, but on the later levels you may find yourself struggling and running out of attempts.



EQUIPPED?

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A tricky one this. It's difficult enough to complete this level anyway but with a rampant spaceship to complicate matters, it's a real nightmare!

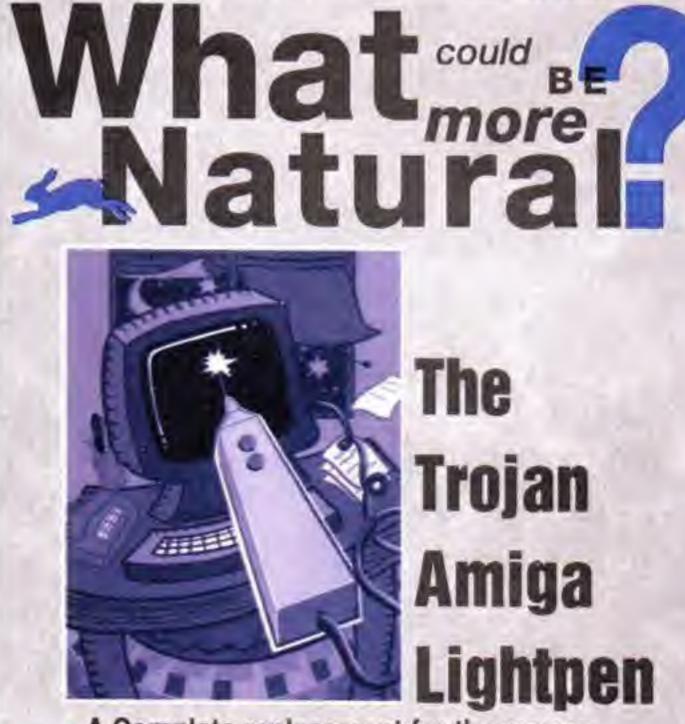
is called *Bill's Tomato Game* when the main character is called Terry. Surely Terry's Tomato Game would have been much more appropriate. However it would appear to be because the game's programmer is called Bill. Now there's an interesting piece of trivia for you.

SOUND

You may be wondering why it

### **THE LOW-DOWN** PUBLISHER: Psygnosis TEAM: Bill Pullen £25.99 Bill's Tomato Game is certainly a strange little title and one which provides a much needed injection of originality into the puzzle genre while we all desperately wait with baited breath for Lemmings 2. Bill's Tomato Game is great fun to play and doesn't

Bill's Tomato Game is great fun to play and doesn't suffer from the high boredom level which most puzzle games suffer from when you come unstuck. This really is a case of forcing yourself to have one more go at that frustrating last level. It's ripe and ready for you to pick. Steve.



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Right: The Intex computer network is better than your average Tesco's. And where else can you buy an extra life for only 30,000 notes?

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State Contract I what he

"75,000 Credits! I'll give you 10,000 for the laser and no more. Or how about you lend it to me on Hire Purchase?"

> When all the walls seem to look the same, access the map screen to look at your current position.

 Internant
 Vel 10

 Store of
 Should you forget your mission objective amid all the action and excitement, let the computer kindly refresh your memory.

What's going on here, then? You've fired 979 bullets and only killed 146 aliens. Maybe you should consider joining the Iraqi army.

- CONTRACTOR SAFER TO SAF



You arrive on deck and must now begin to concentrate on completing your mission objective. Ho hum.

Edition is not Alien Breed 2. The official sequel is scheduled to appear during the middle of next year. In the meantime, Special Edition is here to keep the juices flowing.

Maintaining the same scenario as the original, Special Edition features altogether differently designed levels, more of them and

# A breed apart



Your energy bar is almost empty. Find a first aid kit, quick!



Three lives remaining with the option to buy more.



Signifies the number of ammo clips In your pocket.



Number of bullets remaining in your clip in use.



You only have one key. Now, where the heck are they all?



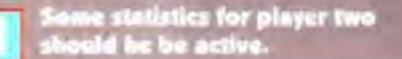
Shoot the switch on the fire door to seal off the area.



Loadsadosh to spend on weapons and tools and all things nice.



Alicas emerge from air ducts to ettack your men.

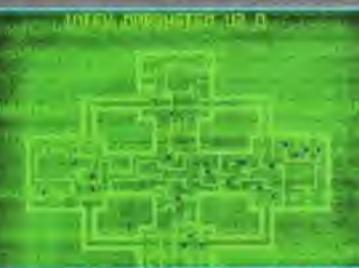




# time ago in a galaxy far, far away...



One power dome destroyed, three more to go! Try to collect as many Credits as possible along the way.



Reep examining the map so you don't waste time and ammo in regions there's no need to enter.



As soon as you crack the last dome, the warning sirens will wail, signalling you only have a short time to escape.



Since the aliens have nowhere to run to and nowhere to hide, they simply chase after you! Marvellous...

more joystick-rattling than before.

It's best described as a futuristic Gauntlet, extracting AMIGA, ACTION yourself or with a and developing the ACCOLADE trigger-happy human atmosphere and action from the Alien films. Stylishly presented both graphically and sonically, this is perhaps the most advanced search and destroy arcade game ever seen on the Amiga. While

exploring a spacestation, you must complete a series of 12 missions by companion. Trying to thwart your progress are hundreds of alien life-forms who insist on you pumping them full of bullets before they'll join the ranks of the dead.

Collect extra ammo, first aid

kits, money and keys as you blast your way forward.

By accessing one of the hard to find computer terminals about the decks, you can buy more powerful weapons, examine a radar display of the level as well as spending cash on extra lives, ammunition, keys and more. Unlike the first Alien Breed, using all your keys isn't the end of the world as you

know it, Jim. No siree, for now you can shoot open doors at the expense of an ammo clip. Other differences include a password system enabling you to continue from fairly close to where you died! However, you restart with the basic machinegun and none of the objects you had gathered before.

forked out thousands of credits for a flame thrower that wasn't flamin' powerful enough for my liking!

When all said and done, Special Edition is basically Alien Breed re-mapped. But be honest with yourself, whether you own the original or not, you still want to get your hands on this, right? And with good reason, too.

Also, well done to Team 17 for releasing this addition at a budget price and in stand alone format (in other words, you don't need the first Breed to play Special Edition). They've shown a great deal of consideration to their fans by doing so. I mean, how often does a company rewrite a game before releasing it on budget? Exactly.



# Aliens everywhere but not a bald-headed, butch woman in sight.

SHOOT'EM-UP When you need to make a quick setaway before the level explodes, there's nothing like having a pump action plasma gun in your grasp.

# mmo-aeddon ii

The main criticism of Alien Breed was the easy difficulty level. Thankfully, this problem has been rectified but maybe a touch too much. For example, I spent about half a dozen ammo clips on one particular guardian. "Should have bought yourself a decent weapon then, shouldn't you!" you may blurt. It just so happens that I'd



Upon entering a hangar, it seems the aliens have flown in for a quick tour of the neighbourhood. Get out your gun and give them hell.

# THE LOW-DOWN

PUBLISHER: Team 17 TEAM: Rico Holmes & Co. £10.99

Alien Breed gave birth to a son and the result is an exhilarating, intelligent exploration blast that's quickly matured into the leader of the pack. Well designed and programmed to the last detail, Special Edition is suitable for newcomers and Breed veterans everywhere. And it's literally a small price to pay for a galaxy of unimaginable action and immeasurable GRAPHICS pleasure. The eagerness and anticipation for Alien Breed 2 will now reach a new, higher level of intensity. Can't wait! Alan.

SOUND

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	Recognises over 100 viruses. Essential
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U062 House Samples 2	More acidic sounds
U063 House Samples 3	Even more acidic sounds
U073	Cli helper. Very popular
U075 Spanish Tutor	Bueno!
U076Star Trekker	8 channels, sampler. Superb
+U078 Text Plus	Word processor
+U084 Wordwright	For all you dizlecksicks!
+U089Journal	Very good account-handler
+U092 Cartoon Brushes	Lots of famous characters
	Comprehensive AMOS database
U104Golf Recorder (1 meg)	Excellent disk, with pictures
U106 Med v3.11	Latest sequencer version
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D062	Funny. Not for animal lovers !
D063 Fillet the fish	The possible sequel to Puggs. A must
+D075 Girls of sport	
D092 Iraq demo (1 meg) Topical	
+D099 Jesus loves Aciid	Mindblowing music and graphics
+D114 Mike Tyson anim	
D146Red Sector megademo (2 disk	s) RSI's classic
D146Red Sector megademo (2 disk +D148The Run (1 meg)	Richter's car-chase animation. Good
+0162 Stealthy Manoeuvres (1 meg).	Excellent demo
+D166 Star Trek Animations	
+D177 Star Trek Animations	Agatron no.17 More like above. Good
D214 Guit War	Slides
D215Another 5 ways to Kill a Mole.	
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D237Simpsons decay demo	
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+D253 _WWF Wrestlers	Hogan & more
D254Ray of Hope	Acidic Demo

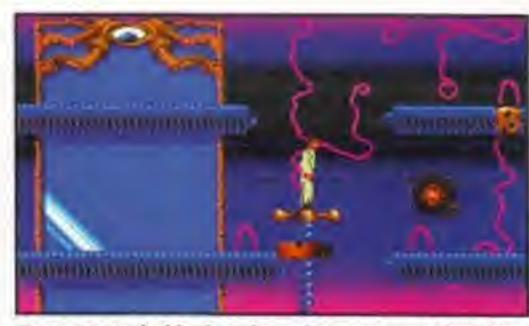
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	11711	ITIES	D062	The possible seguel to Puons A must		Town. Use mouse to smash windows. Very addictiv
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006 Ami	rhuthros (1 man)	Charl your lealings	+D099Jesus loves Aciid	Mindblowing music and graphics		1460)
17 Bue	siness oack (3 disks)		+D114Mike Tyson anim	Well compiled	+GOST Pick up a pure	zle (1 meg/2 disks) Fit the pieces. Good for the kid
24 Cata	alomie Maker (2 disks)	Good: be patient!	D146 Red Sector megademo (2 disk	(S) KSI's classic		Control cue with mouse, and it's all pot luc
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143 Intro	romaker	As it sounds. Good	D214 Gult War	Slides	+GUT1 _HEIUTI ID EAL	ext Generation Not as good as GO
149Mar	ndiebrot Explorer	Excellent piccles	D215 Another 5 ways to Kill a Mole.		+GUIZ SUIT THEK , NO	
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1084Wo	ordwright		MU	ISIC		(2 disks, 2 drives)Role-playing, attack compa
1089Jou	toos Pruchas	very good account-hanoler	+M006 Batdance remix			(1 meg) Recommended. 5 games including Met
1092 Can	Indoni Brushes	Lots of famous characters Comprehensive AMOS database	+M006_Battance remix +M016_Depeche Mode	8 Tracks of reasonable quality	+G103 Mental Image	e One Gridrunner, Rebound, Rollerpe
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21 TAE	B Utilities		+M081 Miami Vice	Disk Flood alertic	G126 Porn Porn	Defend Pearl Harbo
22 Per	Tector	How thick are you?	M085. James Bond Remix.	Cateby Stuff	G129	Speculate at no ris
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129 Sur	per Killers	Kilis 120 Virus's	M088500 things come back demo	4 relaxing tunes	+G137 Skate Tribe	Skateboarding par
J130 Lab	bel Designer	Roger Mony in D Paint Kills 120 Virus's Various label printers Best accounts package around	M088500 things come back demo M090Led Zeppelin	Stairway to Heaven etc.	+G143 Card Shop	Skateboarding gar Well presented card gam
J134 Am	ni Cash		+M093 MC Hammer	You Can't louch Inis	+G148 Galactic Form	d Fight Blow up those burge
U140 Am	nibase Prot	Excellent database	M094Guns'n'Roses	Heavy Metal Freaks	+G149 Ranhaels Re	verige Difficult platform adventu
140 Tex	xt Engine	Excellent word processor	CAL	AAEC	+G151 Hmmmm Th	at's not on the SyllabusAMOS adventu
U142 Sup	iper Fonts	Lots of Super Fonts	GA	MES		y Jump onto elevato
144 Sar	imples Discs (4 disks)	Soundtracker Modules Updated virus killers	+G001Autobahn 3000	Control ball through tunnel. Hard		Destroy an expanding br
149 New	W Super Millers	Evrollant last aditor	Logod har helde [ here 3]	Adventure, also slot cars	G154 Jef Man	Classic Gar
1149 The	e Main Event	Excellent text editor File event editor	G004 Airwar Fig		+G155 Mission X	Quality shoot-'em-
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H53 File	e-a-fax	As it sounds	G013 Bullrun	e, based on US Civil War. Control army	+G171 Ton Secret	Ovality slatters ca
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	DE	MOG	+G015 Crossfire (1 meg)	Excellent game written in AMOS	+6176 _White Knight	- Incara Anicaro Sciuduli y Ma
		MOS	+G019 Dungeon Delver (2 disks)		6180 Tank Attack	
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021 Bu		The equally brilliant sequel	G029 Flaschbire			
D021 Bu		The equally brilliant sequel	+G031 _Gravattack	Control spaceship, picking up keys	+ //068	tes + Compatability - or a 600 Compatability
	ima/Cebit/Victory (1 meg) iterprise leaving dock	Classic Acid-type demos Famous animation		ood for the kids. Blackboard maths. etc.		
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You will receive the instructions for each of your separate tasks from a talking dog. Hmmmm...

Coins are vital in the game as you cannot gain access to the sub-levels without them.



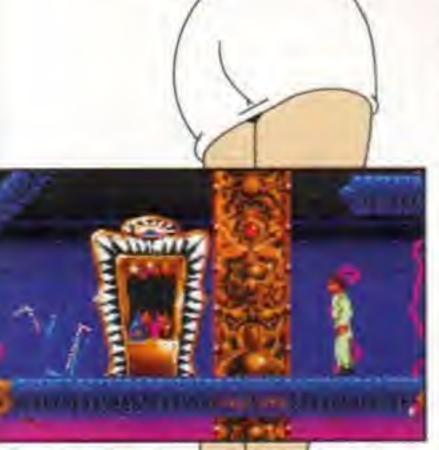


Once you are inside the sub-sections, you must shoot the Doodles and collect any objects.

Cartoon land has gone bad. Can you save the world?

F or a film that received so much hype, Cool World was a massive failure upon its cinema release in America. Apparently it is so bad that it may not even make the cinema over here, going straight onto video.

Artist Jack Deebs has



The sub-sections in Cool World are all pretty samey and basically uninteresting.

unwittingly created a parallel universe whilst publishing an underground comic. This land is inhabited by strange cartoon characters known as Doodles.

# Put a sock in it

Apparently, according to the packaging, "visual jokes and gags punctuate your adventure as you hop to and fro between reality and Cool World". Sounds good doesn't it? Well, I didn't exactly find myself rolling round the floor and reaching for the oxygen with



To rid the real world of the tiresome Doodles you have been provided with a pen to suck them up.

laughter while then main

playing, but maybe I just haven't got the right sense of humour!

The action is basically as follows, run around the real world shooting Doodles and collecting coins. Once you have enough you can gain access to one of the portals into Cool World. Once you have got into Cool World, you have to run around shooting Doodles. Thrilling stuff.

At this point you may be asking yourself why? Why does our hero have to risk life and limb? Well, you must do all this in order to redress the balance between Cool World and the real world. The Doodles are moving objects from their world into yours, and naturally, if they are not stopped then the universe may explode. Oh no, what a tragedy!

The more Doodles that make it through, the higher the danger to the real world. To complete each level you must shoot all of the Doodles and suck them up with your pen, return the objects, and then maintain the balance for the duration of the time limit you're up against.

Once again, this is another wasted film license. When are the software companies going to start consistently producing the top quality games we know they are quite capable of?

### THE LOW-DOWN PUBLISHER: Ocean TEAM: In House £25.99

Cool World is a tragedy all round. I'm sure, if the effort had been put in, someone could have come up with a half decent idea based around the film. As it stands, what we have here is one of the worst games I have seen in recent times. I would have to recommend that unless you prefer your games to be tedious and boring then you should steer well and truly clear of this one. Steve

SOUND

GRAPHICS

11 Swim swim swim, everybody's in the

swim. Waterfalls are tricky if your surname isn't Goodhew so climb as fast as you dare, only don't look up!

h no, not another caveman platformer, I hear you cry. Well yes and no. BC Kid is no ordinary trip to prehistoria. For starters, being only a kiddywink you would not expect him to be on a mission to rescue his lovely wife or girlfriend (he certainly doesn't look like an early developer that's for sure), but he is as she has been kidnapped by the fearsome dinosaurs - the fiends!

BC Kid has, shall we say, something of a curious habit. He uses his head, that much is true. Perhaps "Yosser Kid" would have been a more appropriate name for our ancient infant packs a head-butt that Mr Hughes



himself would be proud of. This he uses to excellent effect. He certainly has the hardest head in the biz - it begs the question of where he keeps his brains really!

However, even a cranium with the consistency of Kwik-Dry cement is not always enough to

The prehistoric kiddie with no What





# hair has a i he possibly want? Why not follow him and find out.

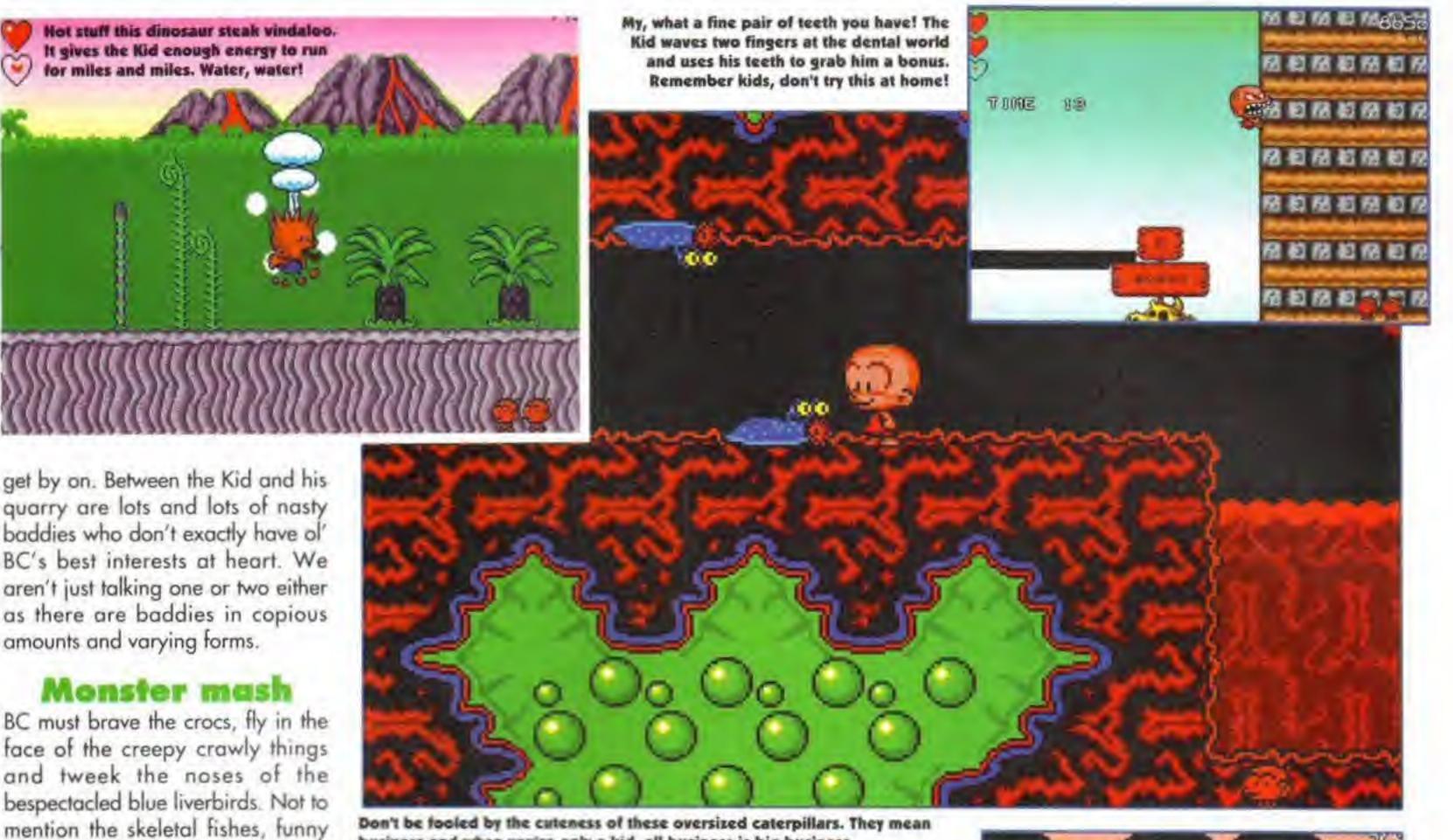


as it is, but trying to bounce down one head-first is not a good idea. Good job our Kid's no intellectual!





the day for this wolf in sheep's clothing.



Don't be fooled by the cuteness of these oversized caterpillars. They mean business and when you're only a kid, all business is big business.

this is certainly no poor show of a dragonflies that seem intent on using the Kid to make a new and game we have here. The graphics are smooth and the screen scrolls dreamily along at a good pace. There are five worlds, each consisting of a number of levels. There's lots of different scenarios too, which is highly pleasing and adds to the fun. In true platform style each level has a chief baddie that must be defeated. However, there is a twist in that the 'baddies'

are really 'goodies' who

have been entrapped by

There are plenty of

quality tunes to accompany your

chivalrous yet lustful quest, so

the evil 'saurs.

choose from the assortment of audio pleasantries available at the start. Can you dig it?



floor. So just beware and pack plenty of Elastoplast and Savlon!

novel rug for the living room

red worm things and mutant

In his favour though are lots of yumptious fruits to nourish and help him on his quest (but watch out for the poisons). Lots of power-ups too, but best of all is the special dinosaur steak that has generous amounts of Tabasco to spice it up. This winds him up so much that nothing can stop him at all. I'll have a piece of that please!

Enough waffle about the Boy Wonder himself, how does the game measure up? Rest assured,

The game is actually a conversion from the PC and seems to have lost nothing in the process. BC Kid exploits the Amiga's impressive abilities to a high degree and should appeal to young and

older Amiga addicts alike. Captain Caveman eat your heart out, BC Kid is cooler, sexier and less hairy than you (well he would be seeing as he's bald) and doesn't need an iffy collection of Teen Angels in a van to pull an

Don't get pricked by the cacti kid, and don't mess with egg-head or the specky birds in blue. Make like a banana and split.

audience. This kid's going down in prehistory and can be regarded as one of Ubi Soft's finest products as well as a great platforming experience and achievement.



THE LOW-DOWN **PUBLISHER: Ubi Soft** TEAM: Hudson Soft £25.99

BC Kid has enough fun and originality to hold his own against the likes of Chuck Rock and Caveman Ninja. The rescuing his girlfriend bit is slightly suspect but you grow up quickly in a world where dinosaurs roam and cavemen really stand out from the boys. BC Kid is a real tough-nut in every sense of the word, yet has an endearing cuteness that borders on the nauseating. I would say this is certainly one of the most enjoyable games of this particular genre, and you can call me Susan if it isn't so. Huw.



SOUND

HICS

# CTION-TEST

A few bollets up the backside puts an enF light simulations were one of the first games to become available on the computer. The Amiga in particular has been targetted by companies trying to woo the would-be Yeagers among us with anything from airliners to jet fighters. Fighter Duel Pro aims to capture the Battle Of Britain spirit that allegedly makes this country so great with the inclusion of the Spitfire in its menagerie of WWII planes.

As with any flight sim worth its salt, Fighter Duel Pro is no cinch to get started on – after all, no-one can just strap themselves into the cockpit and go can they? I think not. The trouble is, a good computer game can be played to some degree of competence within a few minutes of starting up. On this front, FDP fails abysmally. The plane, whichever you choose to fly (and there are many) needs both mouse and joystick controls.

This can make matters rather confusing. Of more concern though



Goiche Fritz. Don't mezs with the BAS way 'coe we'll give you what fort Sub a mystery why there's a pyramid on England's mountairs green though.

> is the fact that your joystick is critical in that if it is not absolutely inch perfect (and not too many are) you're likely to find yourself in charred pieces at the end of the runway. I tried quite a few and only the Tomahawk measured up – bad news indeed if you don't happen to have one.

# **Big bogies**

The actual combat stages are impossibly difficult to find – fewer bogies than you'll find at a convention of people with no noses in fact. The combat scenarios are not too bad with good dogfights, but if you have to spend ages searching before you can engage the enemy, you'll more than likely give up and moan loudly to any who'll listen.

### noger and out.



I've seen it all now. Who ever heard of a sea-borne arch? Whatever, chase the bogies round and round and shoot them 'til they hit the ground. (Someone shoot the poet!) FDP does cater for those who want to control absolutely everything on the plane, but for the rest of us, it is a very unwelcome and unnecessary distraction.

Real hard-core flyboys will like this regardless, but the rest of us are left with not a lot to keep our heads in the clouds.

Available on import from Jaeger Software, 7800 White Cliff Terrace, Rockville, Md 20855, United States of America.

### THE LOW-DOWN

PUBLISHER: Jaeger Software TEAM: In House \$59.95

No barnstormer of game this one I'm afraid. It looks like the writers of FDP went for both absolute realism and fun, but have not really ended up with either. I doubt whether FDP is going to win too many fans as it's just too ordinary and too difficult to get to grips with. When there are so many other games of this type around, FDP could find itself left back in the proverbial hanger. Huw



**Tom Cruise** 

has nothing on this carrier aviator. The sea is no place for nervous flyers who wet their suits easily! Shame nobody told the programmers that carriers didn't look like this in WWII....



Chocks away! Thunder down that runway, avoid that inappropriately placed pyramid, reach for the skies and, oh yes, don't crash. It's one hell of a bummer if you do!



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# colour? Okay, you guessed it. I'll colour the fish purple. CONSTRUCTION **Be constructive and** get your kit off in this spanking new utility...

f you've ever looked at flight sims or real-time 3D games like Carrier Command and wanted to have a crack at 3D graphics for yourself, 3D Construction Kit 2 has

confronted with when levering sprinkling the text with jokes, one breaths and counting to tens in open the box is the manual. Since liners and little comments in Swahili etc, you'll eventually get the thing weighs in at 200 pages brackets. This might have seemed around to constructing cubes and

and must have taken a considerable fraction of Brazil's ecosystem to make, respect is due. But is it any good?

The writers have attempted to manual's musing about hippy make it all easily understandable quietly wandered onto the scene to let you have a go. for the beginner - unfortunately, death rays and the like. The first thing you will be they've done this by liberally However, after some deep

like a good idea at the time, but it all gets in the way and you'll soon be beating your head against a wall in frustration as yet another train of thought is spoiled by the

HREA OBJECT CONDITION

other 3D thingies.

The controls look daunting and are, at first. Construction of objects takes place in a kind of cyberspace environment, allowing you to rotate them, fly around and walk through them. You can build animations and set conditions so that different anim routines are run if something like a collision happens.

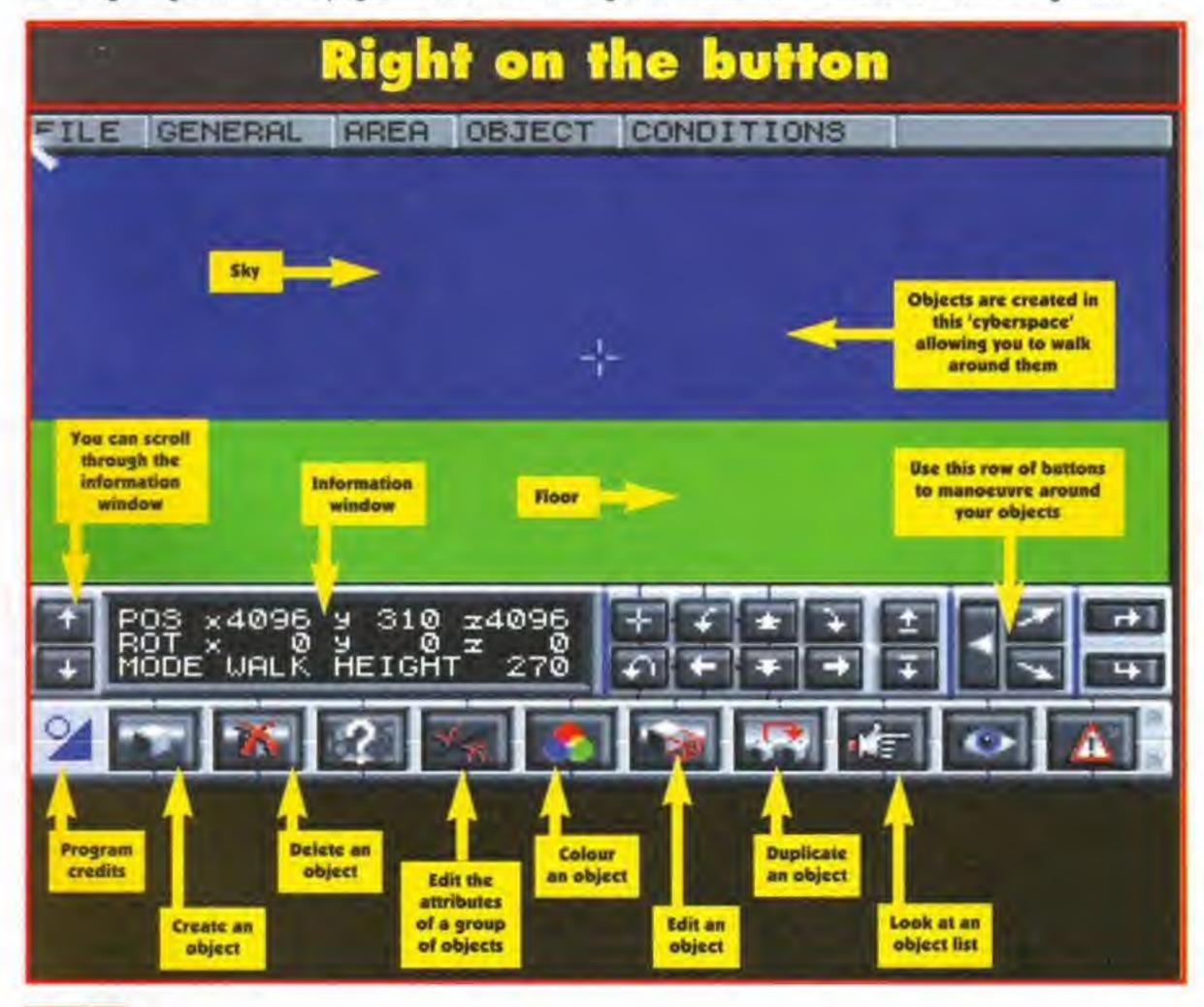
Here's a rather

which one of my

objects should I

vast array of

attractive screenful of colours. Now



## Aimed at AMOS

There's also a compilable language included in the package which Domark are rather interestingly pitching against AMOS. However, the Europress boys have little to worry about as most of the commands are mainly to do with the package's 3D facilities. The language seems pretty simple to use, although computer science freaks will have hysterics when they see how many



This menu selects an object to colour in. Use any funky colours you like!



# D 0 ....

This screen allows you to stretch, rotate and generally deform your lovingly created objects. You can do this over any axis you like, and the buttons next to the information window are the ones for the job.

# the...

And here I can prove it! Notice that my pyramid has been turned upside down! Now that wasn't difficult. Alright, this may not seem like the most exciting of manoeuvres, but at least it works!



FILE DENERSE INFER ICAVED ICANDELLONG I



# Twist!

Just to add to the fun, I've also created a sphere. Now, have I rotated it or not? You'll be pleased to know that you can use these basic shapes to create anything you want (like a boat), on a much larger scale.

# STREET FIGHTER II

# plus SUPERSCOPE

# 405015 11:10 [2]

ance

# 

# NERA RED JOYSTICK

No cables, no contact, no hassle 0839 405019

...................

language design rules have been broken or ignored!

However, what is most important is the speed at which a whole 3D creation might run, and here lies the main problem. I just cannot see anything UTILITY reasonably complex running at anything like the speed a game 3D

might require. computations take a notoriously long time to do, and I doubt it very much that this package has the required muscle.

3D Construction Kit 2 is a worthy attempt, but the above problem is going to limit the potential number of users to Sunday programmers and PD

people. Not that there's anything wrong with that, of course, although it's something Domark are

GRAPHICS

GNNOS

going to have to take into account. To be honest, I can't see many software houses ditching their in-house 3D routines and moving over to this.

# THE LOW-DOWN

**PUBLISHER: Domark** TEAM: Paul Gregory & Co. £39.99

This is a worthy product, but is let down by some hazy market research. Who is going to want this product? It's too slow for the professionals and too complex for the beginner. Everything you might want out of a 3D kit is here, but I have my reservations nonetheless, mainly because of the speed and the manual. Still, PD people will get something out of it (anything to stop the flood of D-Paint shots and sampled tunes) and it'll provide a useful introduction to 3D graphics for the uninitiated. Nick

## Plus SONIC 0839 4050

..... .....

Win 41151





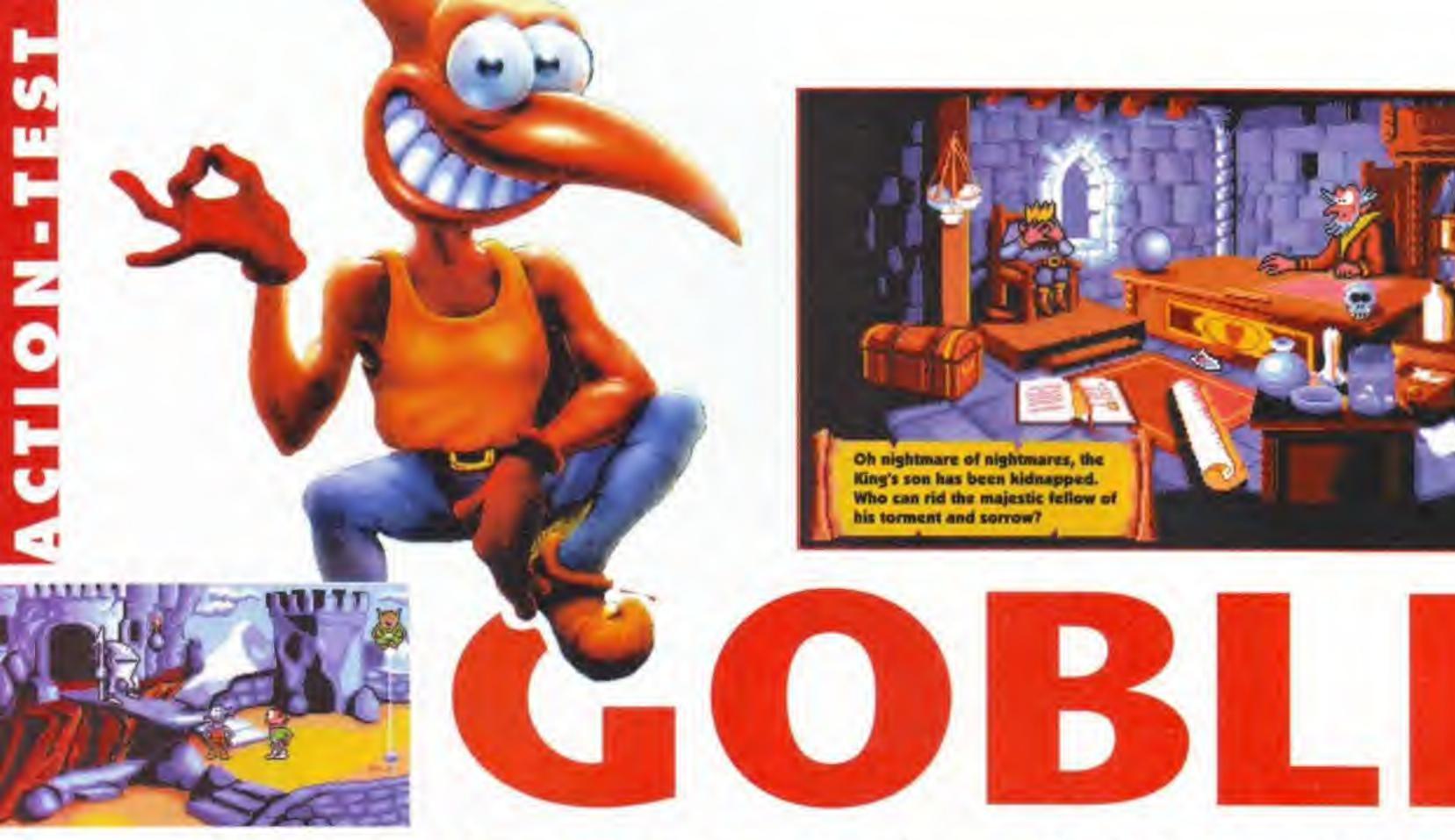
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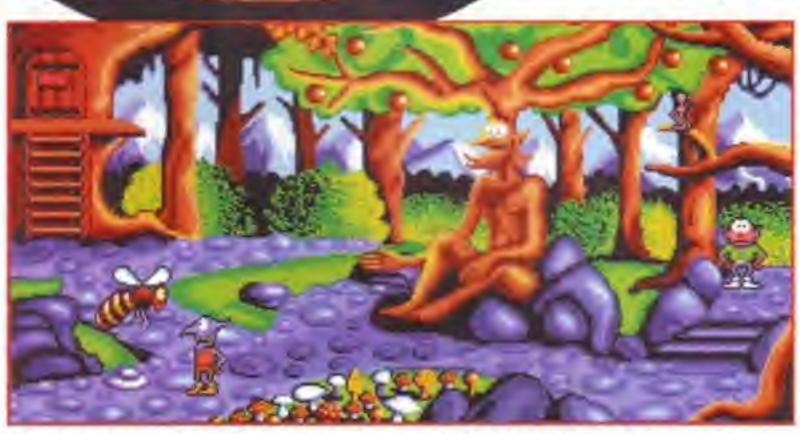


France is known for many things: wine, fashion, food and dirty racing drivers to name but a few. However, Coktel Vision are the people who may well put La France on the Amiga games map for a while to come. Hang on to your sanity folks, 'cos Gobliins 2 is just about ready to pounce with a vengeance!

Gabliins 2 (only two i's this time) is, as you have doubtless guessed already, the sequel to the highly popular Gabliins.

Two fine upstanding chappies who go by the dubious names of Fingus and Winkle have been volunteered by King Angoulafre to go on a mission to rescue the Prince Buffoon, King A's beloved if somewhat stupid heir apparent. The aptly named prince is firmly in the evil clutches of the demon Amoniak, and to add insult to injury has been made to become Jester to the demonic court!

This is the vengeance



What bee goin' on here? Fingus finally discovers that Winkle really has a bee in his bonnet. This really is a most tree-mendous action scene!

of defeat at the hands of the King in hand to hand combat some half a century ago - demons, like elephants, never ever forget. Only the wise Modemus can give any advice to the intrepid twosome to see them through the perils that lie (not very far) ahead.

The theme here is very much that two heads are better than one. Winkle and Fingus are at either ends of the personality spectrum. Fingus is the diplomat, sensible to the last and the one who thinks things through. Winkle is quite a rogue with an evil sense of



japery and an eye for what might loosely be termed the finer things in life. On the interpersonal front, Winkle has all the subtlety of a Scud missile

 not the man for enlisting the help of the unhelpful!

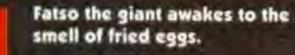
Much puzzle solving needs to







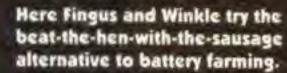
### **Pointy ear and there**





Fingus, the type of respectable goblin you could take home to meet your parents.

Winkle is naughty but nice. Try to keep him stumm!





Gallic logic in action - put your sausage down a hole in the road to pass the dog!







be done and upon yourself is this task placed. Fingus and Winkle will carry out your instructions in their own idiosyncratic fashion, occasionally politely

suggesting what might be the best course of action. If you still find yourself in a permanent state of bemusement you can play one of your three jokers to gain extra hints. concept of the game is excellent. Much thought is required and the nature of the gameplay is very interactive, even more

so than in most adventure games you'll find. Problem is,

lent. I the very nore

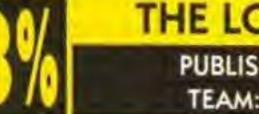
### **Bottoms up!**

So what of the game itself? It must be said that the graphics are quite beautiful and the animation is as smooth as a baby goblin's bottom. Problem is that you have to wait an eternity to load each screen. The actual many of the things you have to do are not immediately apparent - which in itself isn't a problem. After all, if it was easy it wouldn't last long but some of the logic behind the problems is just far too wacky for my liking.

For example, get past a difficult dog by sticking a large sausage down a hole in the road! Perhaps this is de rigeur in France, but we Brits are slightly less insightful it would seem. This kind of trickery is enough to mash your brains and leave you dizzy with an extremely severe headache.



The ferral of ernancesi living is the ficure of the world's welding trading benerical player fac's a bit evoluted as the little boy next down heaps plotting his balls.



### THE LOW-DOWN PUBLISHER: Coktel Vision

TEAM: In House £29.99

This game is a real corker. The graphics are superb and the background music no worse than anything else. This is the stuff of adventure puzzlers' dreams, and rightly so. I must say though that it is unbelievably hard. Maybe I'm just stupid but there you are. A fabulous adventure with plenty of thought-provoking puzzles to make sure the chilly wintry hours go by. Just make sure you pack a few extra brains with your sandwiches and you will probably be alright on the night.



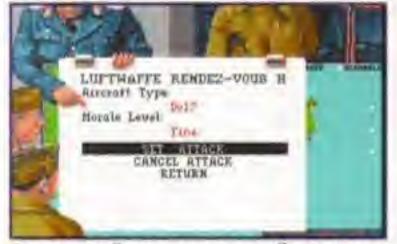
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# CTION-TES



If you decide to be a controller then this screen is where you will find most of the action taking place.



light simulations are big business these days, with everyone trying to get in on the act. Fortunately the programmers behind Reach for the Skies have a very good pedigree and certainly know what they're talking about when it comes to this type of game. If you enjoyed playing the absolutely marvellous Flight of the Intruder then it's a safe bet that you are going to love Reach for the Skies. For this game, **Rowan Software** has chosen a completely different theatre of war than the Vietnam scenario that was favoured for their last release. This time they have gone World War II, the Battle of Britain to 13520 be specific. The 25 800 reasons behind this choice are fairly obvious. For those utterly oblivious to what happened in the Great War, the Battle of Britain was the most ferocious struggle for air supremacy in the whole conflict. Reach for the FLIGHT Skies attempts to reenact the whole event, offering the player the opportunity to take on three different roles.



As a controller you must coordinate your side's war effort, weakening the enemy through strategic thinking.



The target has just reared its ugly head into sight. Get after him and blow him out of the sky with a murderous cry.



Your plane is primed and ready to attack. Pounce on any unsuspecting enemy plane - tally ho and all that!

You can choose to be either a British or German pilot, or for the

# FOR TI FOR TI It's chocks away for the latest in a line of World War II flight simulations.

more strategically minded, you can also choose to control the battles. The latter option

support you right at the heart of a complete campaign simulation which includes the production and distribution of aircraft as well as keeping up the morale of the pilots.

However, the part of the game which will undoubtedly generate the most interest is the actual flying element. The basic scenario is as follows: all of the battles are fought over the English coastline, hence the imaginative title, the Battle of Britain!

Take off and intercept any of the filthy Hun scum that are flying their planes at top speed towards dear old Blighty. That is observe unless you have chosen to fly tothe Germans (traitor!). In this case







The map is where you will find the location of any enemies about to attack, as well as enemy areas which are to be bombed.



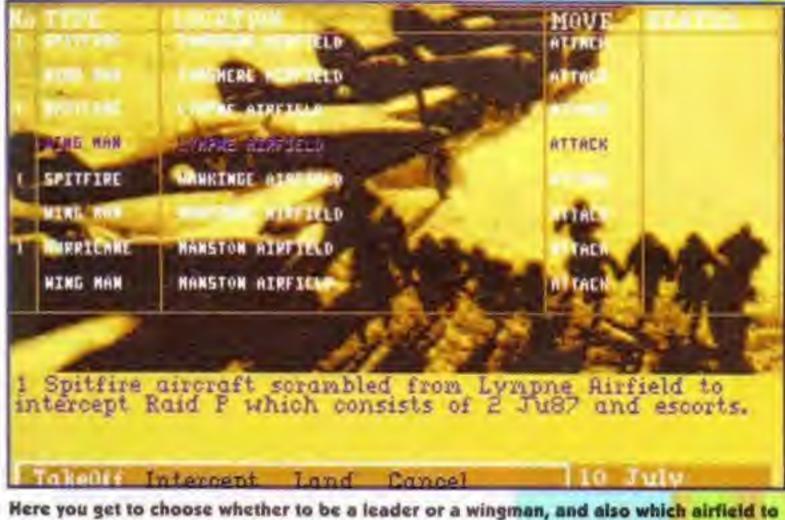
you must heroically risk your life for the glory of the Fatherland, in order to bomb those irritating British with their stiff upper lips and unusual sense of humour.

Once up in the sky, your first task is to find and intercept your enemy. This is done via AMIGA ACTION your target, simply turn a handy map which The The The in its general direction you can access by pressing M at any time. On the map, you will see your plane, any friendly aircraft and also any of the enemy who just happen to be in the vicinity.

Click on any of the dots on the map one a summary of that particular squadron will be displayed. This will tell you how many planes are in the group as well as their height, and various alles information however, as in the real war this information is often inaccurate, so don't be surprised if the summary tells you that there is only one plane, but when you get there you find a squadron of 15 parked behind a cloud! Once you have identified and head off. As in most flight sims these days an accelerated time feature has been incorporated to speed up any boring bits, such as travelling to your destination so make good use of it. Don't worry about overshooting your target though as the feature automatically turns itself off in times of trouble.

Once you have reached your target it's simply a case of getting behind and blasting it out of the

Perhaps we underestimated the skill of the opposing pilot. We've got a minor problem here in that we are about three seconds from certain death!



take off from. Decisions, decisions. I'd rather have a cup of tea.

sky. Well obviously it's not quite as simple as that but what do you think this is, an instruction book?

OK then, here's a bit more detail just for you! It's a good idea to make use of the excellent exterior battle view, which shows you both your plane and also the nearest enemy. This enables you to quickly find and destroy any enemies that are within range. Once you have destroyed all of your deadly foes then it's back to

### base in time for tea!

If you prove to be a real hotshot then it's possible to complete a mission without destroying all of the enemy planes. If you are too much of a handful for them and take out three within the first 10 seconds then it is more than likely that they will turn tail and head back to where they came from. The level of detail in parts is incredible. I say in parts because most of the

game is pretty terrible landscape-wise, with just the usual green and the odd splodge of brown thrown in for good measure. However, things such as

the golf courses, which contain fairways, greens and bunkers will amaze and astound you.

Flight of the Intruder veterans will recognise some of the presentational features as they are virtually identical. Features such as the video recording of a battle, and also the ability to take still photographs whilst in flight. All you have to do to access

the video recorder is press V at any time, and then revel in glory back at your base with the boys and a few beers.

Although this is an excellent feature, it does detract slightly from the realism of the game. I mean, how many people do you know that had video recorders back in

As a new pilot you must provide your



After your mission, you will be given statistics for your pilot. Peruse them at your leisure then it's back to barracks to wax your handlebar moustache.

1942? Not many I can tell you! But then again perhaps that's me just being picky and trying to find fault in what's an almost faultless release. (Yest = Ed.) Scratch one more enemy. That's another one for your personal tally. At this rate you could win the war single-handed.

ALTITUDE

BEARING

8

# HOW DOES IT COMPARE?

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LIE 4 -

IN HILES

### BATTLE OF BRITAIN by LucasArts

HEADING

CALLSIGN

RANGE

Reach for the Skies basically takes Battle of Britain and improves on it in every department. Better sound, graphics and gameplay – better game!

### FUGHT OF THE INTRUDER by Mirrorsoft

This previous release from Rowan Software has many similarities to Reach for the Skies. However, Rowan have learned from their mistakes and vastly improved on almost everything with this latest release.

## FALCON by Mirrorsoft





At the beginning of the game you have the choice of practising, taking control of the whole offensive or stepping into the pilot's shoes.

The grandaddy of all decent flight sims and still one of my own personal favourites. Although beaten into oblivion by Reach, it will always have a special place in my heart!

### F-15 STRIKE EAGLE II by MicroProse.

This is an excellent game and pushes RFTS fairly close. However, the decision has to go to the newer game, if only because flight sims have moved on since it F-15 II released.

### F-19 STEALTH FIGHTER by MicroProse

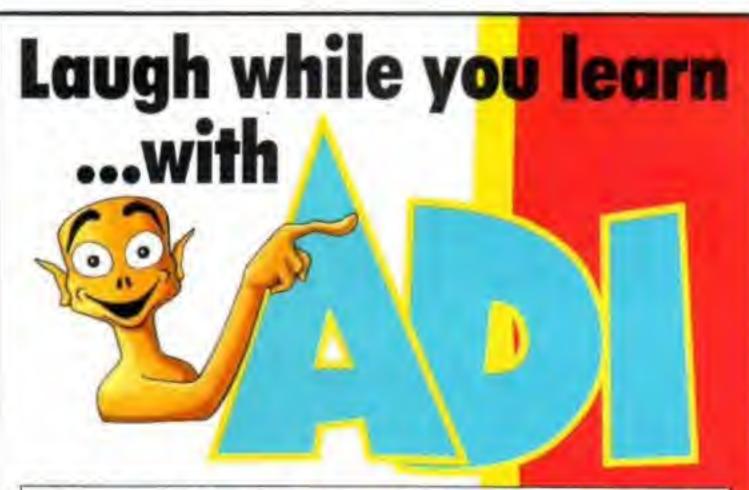
When this game first came out, I was convinced nothing would ever come close to it. Unfortunately it suffers from being far too easy with long periods of nothing to do. Beginners and people with copious amounts of cash only!



## THE LOW-DOWN

### PUBLISHER: Virgin TEAM: In House £29.99

Reach for the Skies has done the impossible. It has bettered the best flight sims available for the Amiga, including my all-time favourite, *Flight of the Intruder*. It maintains a high level of realism throughout what is an extremely technical simulation. However don't let that put you off because unlike most shoot'em-up sims this one is actually fun to play and fairly easy to pick up. It's hard enough so that when you succeed, you know you're improving. This is without a doubt the best flight sim available on the Amiga. Alan.



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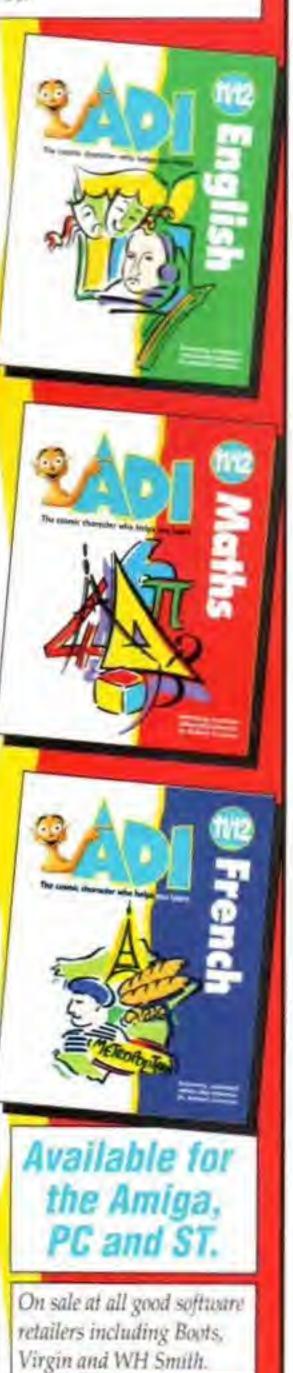
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Europa House, Adlington Park, Macclesfield SK10 4NP Telephone: 0625 859333 d been playing Rampart for little over five minutes when some bod from ST Action wandered over and asked me if I'd ever played the arcade version. After the initial shock of this question had knocked me to the floor, I picked myself up and was soon reassured that a coin-op version does exist and this is the official Domark

conversion. I usually asso-

S

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ciate arcade games with monster shoot'emups and graphically stunning platformers, not strange strategy games with a little bit of Tetris thrown in.

Anyway, that's enough waffle so what's Rampart all about? It's actually about castles, lots of castles, the sort of castles which get burned down if some irresponsible geek leaves an inflammable liquid too close to a dodgy live wire. In this game though, the idea of it all is to build a castle, defend it and make it bigger and better. It all sounds rather simple and that's because it is.

One or two players can take part in the action. In two player mode, both participants take control of a castle and try to take each other out. I'll explain how to

is is achieve this when I describe the one player game. Both games are similar apart from in two player mode where you play against a fellow human instead of several

computer controlled ships and ground forces. The first thing you must do is

choose a battle ground, each of which have varying difficulty levels. Then you must choose a home castle (there's usually a choice of about four



# Help the royals restore Windsor Castle...

or five). This is the main castle and any other castle must be enclosed within the walls your main building. After this, it's possible to place a number of cannons within

> the walls of your castle. Placing them closest to any incoming enemies is

No surprises here. The second player won the cannonballs at the human conflict by a huge margin, destroying enemy ground targets player one's castle in under three minutes!

usually the best strategy.

This may sound a little confusing, but there's very little more to the strategic side of the game than choosing your castle and placing your cannons depending on the whereabouts of the enemy. The remainder of the game is spent moving a cross-hair around the screen and firing your

> cannonballs at the enemy ground targets and rebuilding your castle after the ceasefire.

If your castle is damaged, which it will be, you can use a number of *Tetris* style blocks to rebuild it or make it bigger to house more cannons.





the game.

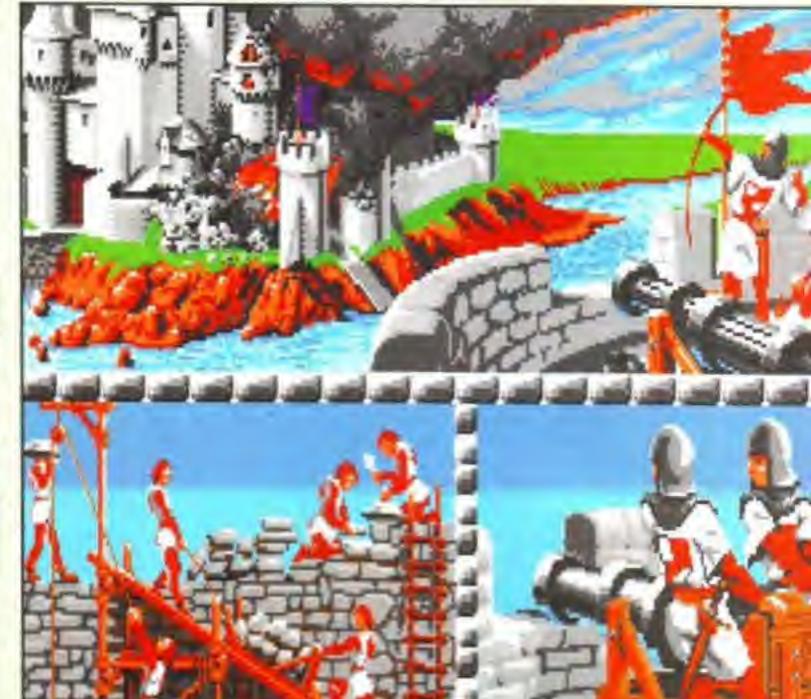
If you manage to wipe out the enemy forces before they break into your castle, you'll be granted extra firepower which is crucially important because it takes a long time to fire a single cannon.

### **Skimpy briefings**

However, don't let the above description put you off too much. It may all sound a bit strange but the game really is very simple. This is made plainly obvious by the brief instructions which actually fail to mention various (and very important) parts of the game, and the ludicrous time limits which give you very little time to think or act.

Graphically, things are a bit crude and little attempt has been made to utilise the Amiga's capabilities in any in-depth way. Soundwise, Rampart is functional, being mainly limited to little between games tunes and the sounds of cannons firing.

So long as you don't expect too much from this title, you will be okay, but don't expect to be playing this for a great deal of time after Boxing Day.



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### THE LOW-DOWN PUBLISHER: Domark TEAM: The Kremlin £25.99

For such a simple and plain idea, *Rampart* works surprisingly well but it could have been a worthwhile purchase if it wasn't for the strict time restrictions, limited scope of gameplay and graphical crudeness. Once you've completed one level, you'll find nothing new or interesting to get excited about, so you'll more than likely only get your money's worth out of the fine two player option. If the coin-op turned you on, go out and buy it! Otherwise I'd advise you to exercise extreme caution. Pete.

### Next stop, the World The conton baryots still smoke, but the extent of the damage 쨤 Now the castle soon becomes obvious. Use the has been built, Tetris like building blocks to re-I think I'll put a construct the walks.... **New cannons on** the ramparts. Cannotts mast be placed within the castle walk .... <u>.</u>-뮖 680 -The conflict Ċ. begins. Nove the creathairs over the incoming ships and let 'em here it with a few well placed BLUE cannon balls... ARMY Which castle is best NQUERS It's all over. The castle positioned? Well, as took a leir wheck but the impending attack is cvery single enemy ship due from the north, i'li was successfully sank choose the porthern tlip, hip booray! mast castle... 3

# GB ACTION Same great mag...



Another great mag from the creaters of AMIGA ACTION X READERS. o those who know our illustrious Editor, Alan Bunker, this picture is a pretty fair representation of what he looks like after a hard night's boozing. Horrifically, he plans to look just like that all over again on Boxing Day, so to save the planet from total annihilation, we've invented a game which is sure to wean you off vegetable-like Christmas activities like flopping in front of the TV with a crate of beer, a party hat and that wench you met at next door's party the previous night.

GERSIT

F A P P

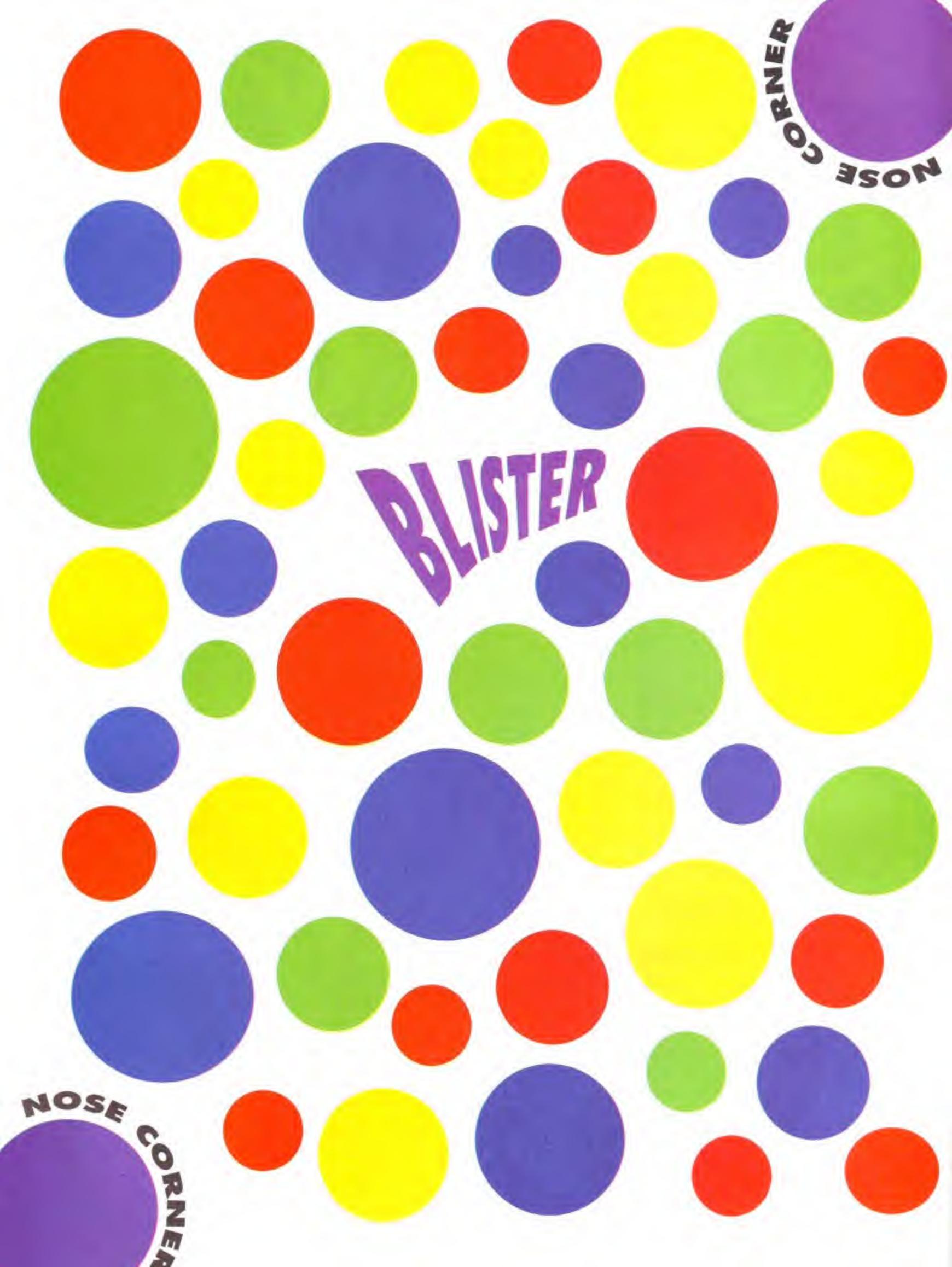
Enter Blister, the new word in Party games. All you have to do to play is dump Grandma in the bathroom, clear a space on the Christmas table and turn the page.

Anyway, a very merry Christmas to all our readers, and remember, if you want to wind up your family, now's the time to tell them you owe a loan shark £5000. And don't forget, Happy New Year!











# Fantastic fun for friends, family, funsters, funky people and old fogeys.

For those of you who think family entertainment involves dad beating up your long lost uncle ten minutes after he vomits over the christmas turkey, you may like to cast your eyes over a little more old-fashioned fun.

Way back in the days when TV was a not even a neon glow in the eyes of John Logie Baird, people used to gather after the Dinner and sit down to play board games.

Computer games addicts may not be familiar with these ancient forms of entertainment, so we at

# To play:

You'll enjoy the game a lot more if you rope a couple of friends in as well. To really get things moving, you could always hire a nightclub and play it there, although this will not be a viable option for most people. In fact, we'll give a free computer game to the person who sends in a photo of him/herself playing it in the weirdest place (see below for details). Start by placing your thumb in one

# Finger Dice:

- 1: Thumb 2: Forefinger
- **3: Middle finger**
- ... and so on
- **6:** Nose corner

of the central coloured circles. Shake a dice (The Finger Dice) to choose which finger to put down next. Shake again (The Colour Dice) to choose the colour to put the finger on.

The winner is the person who lasts the longest without breaking his fingers or crying out in agony. Blister has some additional features. If you throw a six with the Finger Dice, you have to place your nose in one of the nose corners. To get out of this, you'll need to throw another six on the Finger Dice. If you throw a five or six on the colour dice, you can remove a finger from the board. Anyone who ends up with no fingers on the board is a flukey sod and loses.

Amiga Action have created a desktop boardgame which has absolutely no connection with the world of computer games whatsoever.

To play Blister, all you need is a couple of dice and this magazine, open at these pages. You'll find a couple of cut-out dice elsewhere on the page if you happen to have run out of the things.

The rules are incredibly easy to follow and must be because it only took us ten minutes to invent them.

### Colour Dice:

1: Red 2: Blue 3: Yellow 4: Green 5,6: Remove a finger



# WIN A GAME!

Send in a photo of the strangest place you've played Blister in and you might win a free game! Write to: Sore Fingers Thing, Amiga Action, Europa House, Adlington Park, Macclesfield SK10 4NP. Don't forget to say what game you'd like to have.



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	\$15.99					Cleaning Kits	\$1.45	251

Just like the best blue movies, we look at the naked versions of games up and coming on the Amiga before they reach feature length form. Think of them as interesting photos before you have a chance of a go at the real thing. We know what you like to look at....



Please give a round of applause as Team 17's new beat'em-up prepares to do combat with the mighty Streetfighter II. Seconds out...

prehistoric world of hungry dinos and psychotic pterodactyls with the cool cavemen equivalent of The **Blues Brothers.** 



The end of the world is night In fact, it's only just beginning for the programmers of Armour-Geddon II. Let's hope they finish it in time!

**Psygnosis** are busy directing their latest in for a safe landing. Then it's down to you whether it takes off again or sits idle on the runway.









Perhaps switching on the engine and getting the rotors spinning would help you to get airborne. C'mon, did you never play Thunderhawk!

he flak flew and the skies roared with the sound of rockets when Armour-Geddon first shot onto the scene. It stayed in the spotlight for months until eventually disappearing in a blaze of well deserved glory.

And now the time has come for a revival – a revival of arcade strategy games that is set to propel the Amiga to heights never reached before.

Armour-Geddon II is set to burst into action early in the New Year and it's going to explode with a mighty big bang! With a number of enhancements and improvements over the original, you can be sure of another captivating, exciting product.

The original's qualities have been maintained so prepare to tackle enemy craft in your helicopters, tanks, aircraft and ships. Can you complete the missions laid down before you or are you destined for an early grave?

Assign engineers and scientists to the tank building project in order to get the manufacturing under way.

Practice the art of global warfare in the safety of



 Extra vehicles including airships and seafaring craft.

Check out the following comparison between the original Armour-Geddon and the promising sequel:

1) A larger map of 65,536 square kilometres in contrast with 6,400 in the first Armour-Geddon.

2) Three bases to launch vehicles from instead of one. The enemy now attacks the bases in an attempt to ruin your

Light tanks are fast and agile whereas heavy tanks are slow but heavily armed and well protected.

-55 HPH

ELDETFY

68

EXTERNAL VIEW 1

# your own semi-detached bunker.

strategies and plans.

 All bases are defended by missile launchers and self repair if damaged.

 Even faster and smoother movement over the original. 6) All vehicles and defence systems go through three levels of development to improve such areas as speed, range, destructive power, armour, weight and payload size. Vehicles are now allowed to carry up to eight payloads at one time.

 More scenic detail - expect to see clouds, fields and more.

 Extra view modes including target tracking, fly-by and more again.

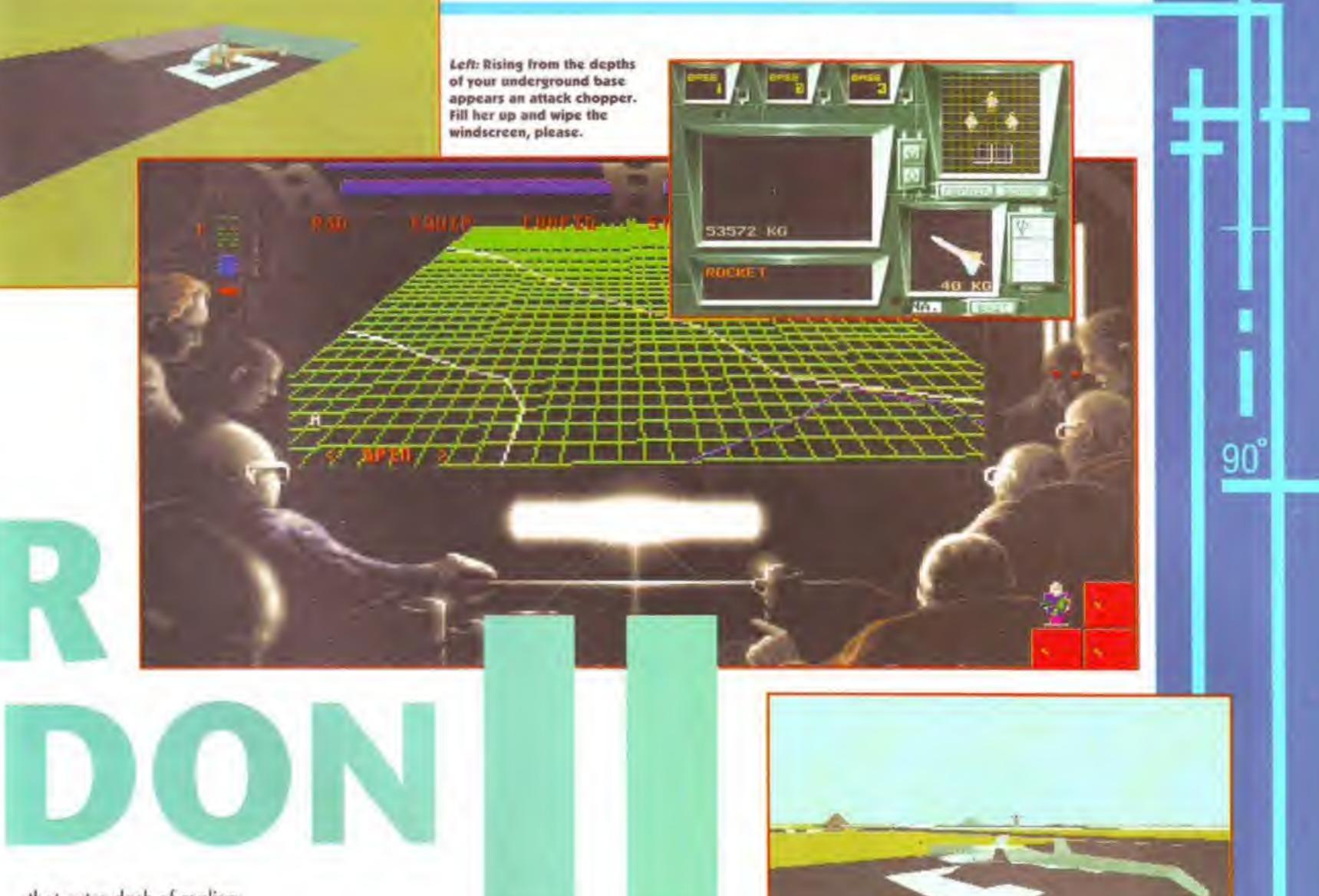
9) Optional analogue joystick controls for

You'd never think futuristic warfare would involve travelling about in hovercrafts. Still, it's different!

There are a number of external views which give you a good impression of the immediate vicinity around your vehicles.



EXTERNAL VIEW 1



that extra dash of realism.

10) New high-tech devices such as Recycle Telepods, Mini Cluster Rockets and Auto Attack Missiles.

If this list isn't long enough, there's even more! Yep, Armour-Geddon II along with all its missions has everything you could want from a battle simulation. Also, Psygnosis has taken care to cater for A600 owners by redesigning the controls so you don't need to use a keypad.

Doesn't 1993 look to be a fantastic year now you know Armour-Geddon II is waiting for you?

With Lemmings 2 and Walker scheduled for then, it also seems we already have an early candidate for software publisher of the year!

So long as the people at Psygnosis inject enough variety and differences over the original into Armour-Geddon II, they'll surely have another hit on their already gold-plated hands. "a revival of arcade strategy games that is set to propel the Amiga to heights never reached before"

> From a behind the craft perspective, you should easily be able to recognise when you've used up all the runway!



### AND A WALL EXTERINGL VIEW 1 MATTHE & LAST

Armour-Geddon II features three allied bases instead of just the one. Here, you have a bomber ready to take-off and cause chaos.



You've now got men working on the latest high-tech fighter aircraft. Bet you can't wait to get that baby up in the air.

# PROJECT: Armour-Geddon II

USE:	Psygnosis	RELEASE:	Jan '93
M;	Paul Hunter	PRICE:	£29.99

COMMENTS: I am a firm fan of the original Armour-Geddon as it gathered together all the best elements from the finest strategy and arcade action games. Psygnosis successfully pulled off an ambitious project and Armour-Geddon II should prove no different. It's more involved, more demanding and more challenging. What else do you want from a sequel? Look about you, there's a storm on the horizon and Armour-Geddon II has its name crackling and thundering from around it.



# Bashing dinosaurs with a hard, wooden club all day is not really everybody's idea of good fun!



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ou often hear people say, "I wish I could have lived in that period of history". But I've never known anyone who wanted to be around in the Stone Age. This fact however doesn't appear to worry software companies because they are churning out more of these games than you can shake a particularly long stick at.

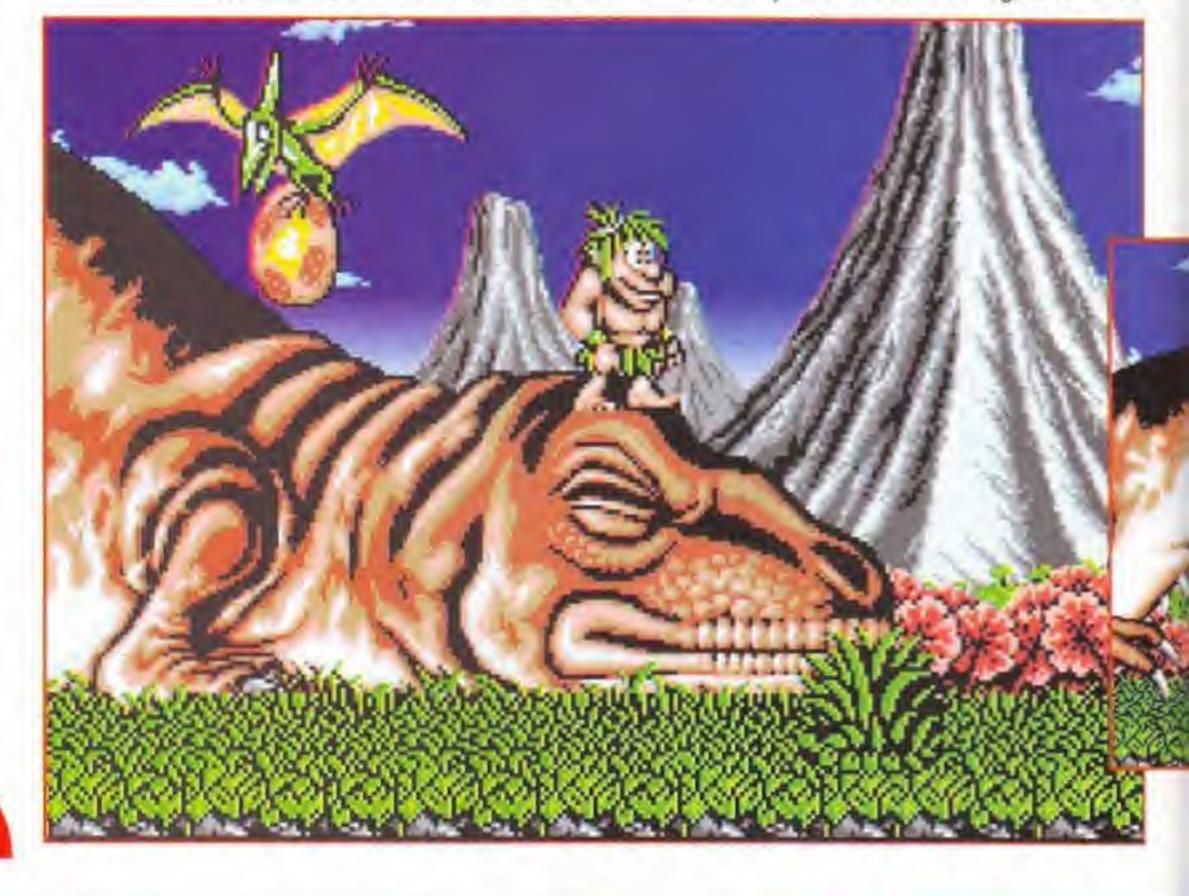
Remember those classic caveman games of the past? Chuck Rock... Well, actually that's about it really, but in a couple of years we will all be able to reel off a huge list of them. BC Kid, Bignose the Caveman and now Joe & Mac Caveman Ninja have all featured in this very issue of everyone's favourite magazine.

The game itself is set millions of years

Left: Ground based threats are not all that you need to be aware of. Joe and Mac can also be attacked from the air by huge pterodactyls.

Below: Dinosaurs often come in handy to lift Joe and Mac over danger on the ground. You can walk straight along the back of any sleeping dinosaur. ago, before this beautiful planet of ours was covered by deserts of ice in what is now known as ' the big freeze'.

These were the days longs before electricity and central heating, and when





tools and weapons were made of simple materials such as wood and stone.

Life as a caveman wasn't all bad though – it certainly had it's good points! As much berry juice as you could drink, plenty of dinosaurs to dine on, and of course, cavegirls to amuse you on those cold winter nights stuck in a cave. Left: Two player mode is great fun, giving you the opportunity to bash your friend over the head as well as the opposition.

They committed the ultimate atrocity against a caveman. They kidnapped their women-folk, dragging them off to their village by the hair.

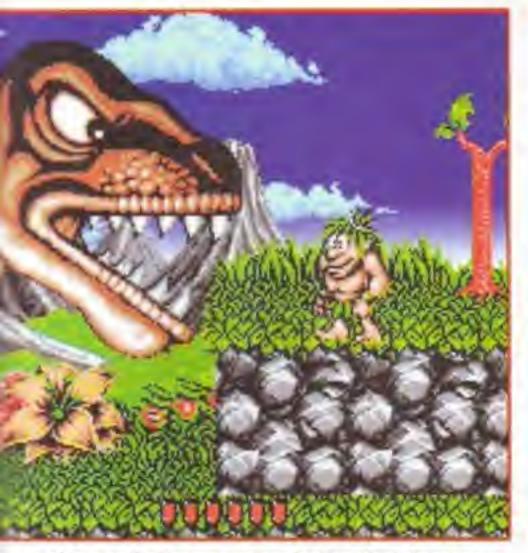
Obviously, our two neanderthal heroes were not going to take this lying down. So they took up their clubs and set off since they were the only men for the job of rescuing the missing girls, and of course, the only men available.

You may have guessed that, as with all of the other caveman games, this one is another platform adventure. However, this one has just a few added extras chucked in for good measure.

> The most notable of these is the simultaneous two player mode. Obviously there is nothing staggeringly original in this but it

This is where our

boys, Joe and Mac, come in. One night, while hunting deep in the mountains, some other less friendly cavemen arrive to pillage their village. Nothing wrong in that you may think, but they took it a step too far...



If Joe or Mac comes up against an alert dinosaur, then they are in big trouble. These heavyweight opponents are a real pain and very difficult to kill.

"This is where our boys Joe and Mac come in. One moonlit night, some onther cavomen arrive for pillago...."

> does allow you to beat up the other player as well as aiding him. This leads to great two player excitement and rivalry.

> Hopefully, when it is released, Joe & Mac - Caveman Ninja will be the best of the recent crop of Stone Age games. It certainly has the looks and the potential to achieve this.

> We'll be reviewing the game in full in next month's issue of AA.

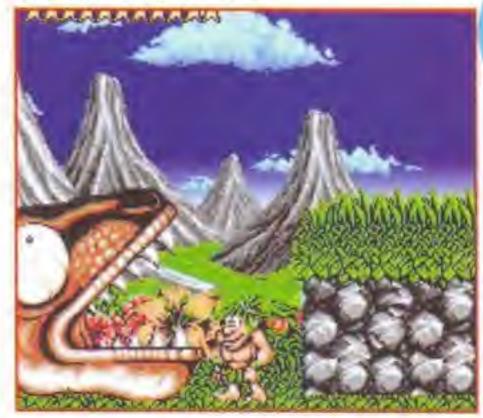


Hit this fearsome fiend often enough and a stunned look will cross his face. Take heart from this as it means you are nearly there.



90

At last, after literally hours of ceaseless pummeling, the huge dinosaur finally collapses to the ground, exhausted. Congratulations.



# PROJECT: Joe & Mac Caveman NinjaHOUSE: EliteRELEASE: Dec '92TEAM: In HousePRICE: £25.99

COMMENTS: I don't know what the software industry's fixation with cavemen is at the moment, but I don't really care as it is coming with some fine dinosaur related products. Joe & Mac looks to be no different to all these others and will hopefully climb to the top of the current pile when it is finally released. Graphically, it looks up there with the best, but whether the platform style is enough will have to be seen. At this stage it would certainly appear to be one to watch out for. COMBAT AIR PATRO

# **More Saddam** bashing flight sorties...

I's nearly two years since the war in the Gulf dominated every news programme

and brought misery to the lives have realised the potential of such a

• •

high profile conflict and produced games with a more than similar scenario.

Combat Air Patrol (CAP as it's known for short) goes straight for the jugular and, from what we've seen so far, is strongly based on the Gulf Region at the time of operation Desert Storm. To follow the plot of the war closely, which was really won in the air, Psygnosis and programmer Ed Scio have biased the game towards the flying of either an F14 or F18 fighter aircraft.

to command ground forces in true Stormin' Norman style. From a full campaign map you can organise land based units and launch attacks which tie-in with your hands on activities in the sky above. Your effectiveness in the air can decide the outcome of the ground assault.

Apart from the minimal strategic sections then, CAP is very much a standard

simulation flight which looks similar to the likes of Falcon and Flight of the Intruder. All of the expected views are on offer, so it's

possible to view your aircraft using several outside cameras and satellites.

The most spectacular of these is a unique fly-past view which is very



Is it a bird? Nope, it's an F14 fighter plane viewed from the rear using just one of the eight outside camera angles provided.

reminiscent of the sort of view you'd witness at any airshow.

The internal view is impressive too, boasting a fully illuminated instrument panel and a scrolling cockpit feature which works so much better than a standard flip screen simulator.

From the cockpit you can access multiple weapon systems including missiles and laser bombs and you can choose to begin any mission from either a carrier catapult, a runway or (for those of you who don't fancy the stress of launching an aircraft) from 10,000 feet in the air.



All pilots have owi tendencies. Using your fully rotational head, it's possible to scroll through the cockpit

controls and admire yourself.

of millions. Since impressive too, then, a number of boasting a fully

"The internal view is software houses illuminated instrument display panel."

What sets it apart from other flight simulations though, is the ability you have

If this shot doesn't sell the game, no other will. The fly-past camera-angle is mostly useless, but it provides some of the best visuals.





The full, illuminated F18 instrument panel. Once you've organised your ground units, climb into the cockpit and take to the skies.

PROJ	ECT:	Comb	at	Air	Patrol
HOUSE	Psy	gnosis	RE	LEASE:	TBA
TEAM:	Ed So	io		PRICE:	£29.99

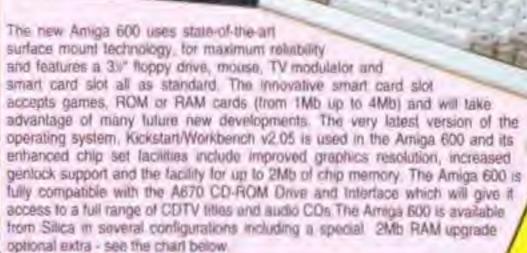
While CAP doesn't appear to break any new ground, it should prove to be a worthy addition to any flight sim purist's collection. In the usual flight simulation tradition, the polygons which represent the outside world are pretty slick and the sound FX, particularly the engine noises, are quite incredible. It should be something to keep a close eye on, but after Air Support and with Armourgeddon II taxiing towards the runway, be sure to

read the full review first.

NSPECTED BY: Pete







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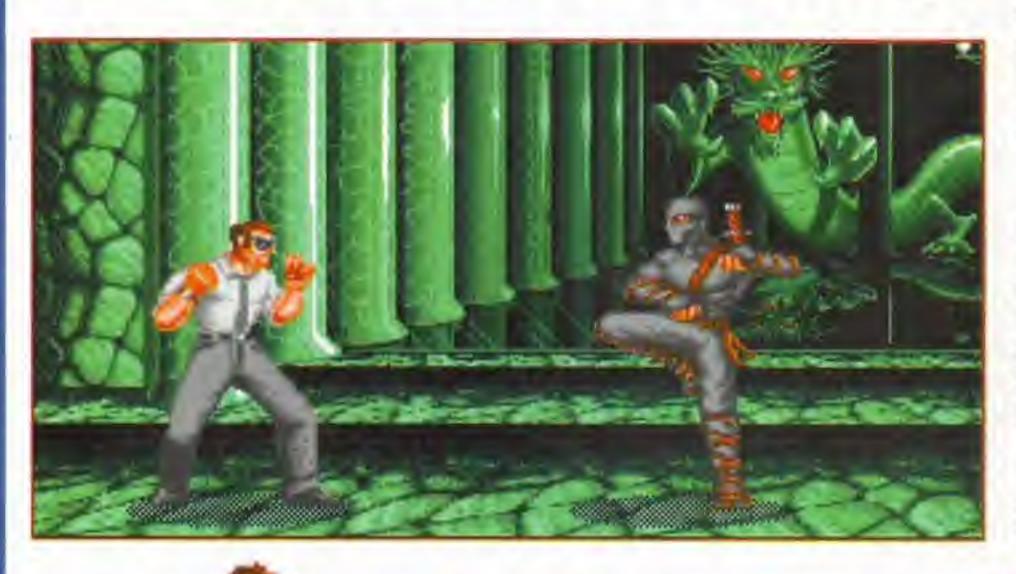
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PLUS!

# The beat'em-up competition hots up with this forthcoming release. Will it be a top contender or an eight stone weakling?



eat'em-ups are nothing new but boy are they gaining popularity at the moment. Streetfighter II is already out and doubtless selling like umbrellas at a manure flinging competition. How are the other software houses going to respond? If Team 17 are anything to go by, it appears that they will come out fighting.

Despite the controversial nature of this format (i.e. so called 'experts' in Psychology saying it makes kids want to kill each other) there are no apparent concessions made to the 'keep computers clean' brigade. Indeed it seems that Body Blows is at least as well equipped in the mindless violence department as anything else currently on the market.

#### **Classic scenario**

There are actually two different scenarios involved in the game. You can take the classic arcade scenario where you choose to be one of four main heroes doing battle with seven lethal advarsaries to defeat the arch criminal - if you're hard enough to get that far that is ...

The second option is particularly good for social players in that up to eight players can take part. Each selects a character from the 10 that are available and fight it



JUNIOR "This British heavyweight boxer has forgotten all the Queensbury rules. Among his moves is a deadly kick."



DAN

"Brother of Nik, this

young fighter draws

MICK

the use of fine martial arts.

Don't get too close."

upon his inner power to

fight with energy bolts."

MARIA

"This sleek Spanish Madonna packs a real punch, not to mention

COSSACK "This huge Russian makes even the toughest fighters guake. Watch out for his incredible high kicks and special moves."

4



LO-RAY This Buddhist monk has mastered the ancient arts. Combine this with magical abilities for awesome power."



YIT-U **This Chinese challenger will** amaxe you with his incredible speed. At times he becomes just a blur. Watch out! "This fleet-footed executive type relieves the stress with



NIK "Brother of Dan, this tough gangland fighter packs a meaty punch. Like Dan, he can summon inner energies to lethal degrees."



"Leader of the new gang that has the Mafia and Triad in awe. It is rumoured that he holds a terrible secret within."

#### NINJA

"This Japanese wonder will defend his stronghold to the very end. Watch out for his Samural sword, a weapon well renowned for its lethal cutting edge and habit of separating people's heads from their shoulders."





DUG

**"This massive American** 

wrestler has a few tricks

up his sleeve. Watch out

for the earthquake move."



I certainly wouldn't like to be in their shoes! A bare knuckle fist fight at the top of a high-rise building is not my idea of fun.

Fighting does not just take place in crowded arenas though. Often the most vicious fights occur behind closed doors.

out amongst themselves to see who wins the Body Blows accolade.

There are a wide variety of characters to choose from, anything from a bloated American wrestler to a sleek, seductive and highly potent Spanish temptress. Definitely a candidate for Gladiators Many different nationalities are represented too: UK, Spain, USA, Japan, China and Russia to name but a few. It's always nice to have an international flavour to any game and it

also serves to make the rivalry all the more intense. After all, nothing sells boxing match tickets like two opponents who really hate each others guts!

The graphics in Body Blows look really good with background animation to boot. This certainly justifies the memory use that requires one meg of RAM (of course all sensible people have that already, don't they?). The sound is also pretty good with Rave music the order of the day. Good stuff!

Comparisons are inevitably going to be made between Body Blows and Streetfighter II, so I may as well set the ball rolling. Streefighter II is not up to the same standard as its SNES counterpart and the suspicion is that it is perhaps relying on the SNES version's reputation a little too much. Body Blows, on the other hand, does seem to have been approached in the knowledge that it will be competing with Streetfighter II and consequently much care has been paid to detail which will possibly result in a better product at the end of the day.

A slightly unfair fight is going on here. It's a good job the board of control does not take weight advantage into account!

> Left: There are a number of special moves incorporated into the game. Many of these would be considered unfair practice under Queensbury Rules.

#### **PROJECT: Body Blows** HOUSE: Team 17 **RELEASE:** Early '93

TEAM: Junior McMillan and Allistair Brimble

PRICE: TBA COMMENTS: Body Blows is looking like it is going to be the definitive beat'em-up for the Amiga Streetfighter It is going to have stiff competition with this one by the look of it. and will have to look to its laurels a little. The graphics are very exciting indeed and the multi-player option will make Body Blows a dream to play. If you can stand the bruising, I think that you will find that this little gem is going to be one of the great success stories of 1993. Team 17 INSPECTED BY: Huw score again!

90

# ACTION COMPETITION

ver wanted a hard drive? How about a new A1200? And think how sexy your new computer would look with a colour printer by its side... on top of a luxurious computer desk! In fact, everything you ever possibly wanted could be a dream transformed into reality if you win our unbelievable, completely over-the-top and unrivalled £2000 cash prize competition! Don't pick yourself up from the floor yet 'cos there's more. "Cor blimey Guv'nor, what's all this then?" Well, we have another £1000 that we want you to have. No dodgy Daley dealings, no tall Trotterlike tales - it's all kosher and begging to be won in the form of 10 runnersup prizes of £100 each. With all this dosh in your pocket, by this time next year you could be a millionaire. So accept the challenge and win the prize of a lifetime! Keep your fingers and toes crossed when you enter, bearing in mind those immortal words, "He who dares wins". Good luck.

# HOW TO ENTER

If you've set your sights on the massive £2000

main cash prize, you must answer the questions below concerning this month's coverdisk demos. Now keep the coupon in a safe place – DON'T SEND IT TO US JUST YET!

In next month's issue of Amiga Action, you will be asked two more questions (Q3 and Q4). Complete the coupon by answering the final two questions – THEN YOU CAN SEND THE COUPON TO US. Your entry will now be placed in a draw for the stupidly stupendous £2000.

If you choose to answer only two out of the four questions, you will only be eligible to enter the draw for one of the ten £100 runner-up prizes.

The winner and runners-up will also receive a superb selection of gifts and goodies from two of the country's top software houses! Yes folks, Psygnosis and Gremlin are offering posters, mugs, limited edition T-shirts, stickers, badges and lots more. We guarantee you an armful!

# WIN WIN WIN WIN W

# ACINES MOIND

# TO WIN 62000 CASH:

From the Road Rash coverdisk demo: 1) How many dollars do you win for finishing the race in first position? It's not as much as YOU could win!

From the Gobliins 2 coverdisk demo: 2) What else, beside a rather attractive picture, is above the fireplace in the magician's home?

The final two questions will appear in next month's issue of Amiga Action. Can you handle it?



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1)	2)
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#### **RULES OF THE COMPETITION**

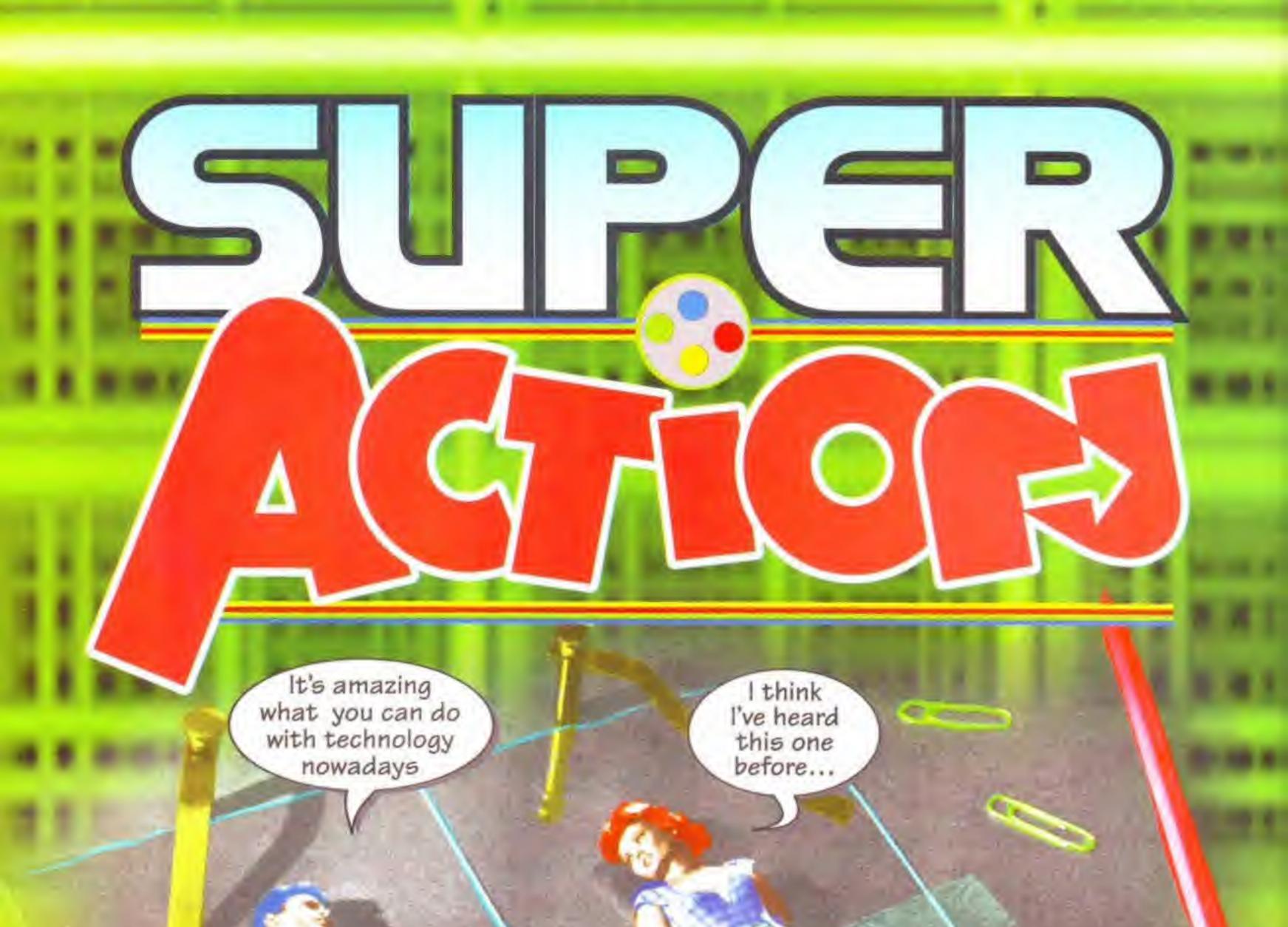
For entry into the £2000 cash prize draw, you must buy both this month and next month's issues of Amiga Action. The final part of the competition will appear in the Feburary magazine. Entrants are only eligible to try for the £2000 prize after having correctly answered both sets of questions from the January and Feburary issues of Amiga Action.

Readers just entering one part of the competition from either the January issue or Feburary issue are only eligible for entry into the £100 runners-up prize draw. Please note that correct entries for the main draw will also be entered into the runners-up draw for 10 cash prizes of £100. The closing date is the 19th Feburary.

No employees of the Europress Group of companies or their relatives, dead or alive, are eligible to enter this competition. The Editor's decision is final and no horse-trading will be entered into.

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he back of the box proudly lists points several which supposedly make the computer version special and superior to the board game. These bonus features are the main areas of criticism. Take, for instance, the

renditions are so terrible that even the original composer may have trouble recognising them.

The graphical questions suffer in a similar manner and it makes you wonder why the programmers





music questions where the bothered at all. Trivial Pursuit - The Computer Game could easily have been just as much fun as the original, but it's just too flawed to hold your attention for any length of time.

I'll guarantee that after a

couple of hours you'll be craving for the good old board game.

# **PP HAMMER**

#### £7.99

miga Action raved over it way back in late '91, but following that, Hammer and his pneumatic weapon seemed to disappear for good. The expected budget reincarnation is here, and for just under eight quid it's a game you simply cannot afford to miss out on.

you must collect treasures,



negotiate obstacles, find keys, open doors, solve puzzles, avoid nasty creatures and complete just about every other task you associate with simple, run of the mill platform games.

But then that's the whole beauty of PP Hammer. It's just so simple and easy on the brain that Taking control of PP Hammer, you'll be playing it for weeks on end. And thanks to the easy to use

> password system and great difficulty curve you'll rarely find yourself in a heated fluster.

> > Pete.





# **THE POWER**

#### £7.99

ooking very much like a public domain puzzler with a stomping sound track, The Power sees you in the role of Max, a lovesick blob who has been cruelly separated from his beloved other half, Mini.

To re-unite the separated couple you must slide Max around



the screen using restricted horizontal and vertical movements and collect a number of love hearts which are the key to your broken relationship.

Using several moveable blocks and walls to stop your sliding lover, it's possible, with a bit of thought, to guide him in the correct direction.

It all sounds a touch tedious then and I'm afraid that's the painful truth. There's nothing drastically wrong with it, but after half an hour's play I was scouring around the office looking for something more

interesting to do, like making a nice cup of tea.

Pete.



£7.99



rince of Persia, one of the all-time classics, has now arrived on budget for the Amiga. They call it a 'platform adventure' and if anybody's thinking, 'I hate adventure games,' don't worry, you'll love this.

For those not familiar with the game, the player takes the part of a young adventurer trying to rescue a beautiful princess. There is a time limit and you have to for? move at a cautiously fast rate

(there traps are everywhere). Finding your way through hundreds of rooms will keep you on the edge of your seat whilst at the same time test your puzzle solving and sword fighting skills.

If I had to say something bad about the game, it would be that for anybody playing it on the A600, there is no numeric keypad, making it rather more difficult.

In conclusion I would say Buy It. It's the dreamiest game I have played in a long

time and for £7.99 what are you sat on your ass Alex.

# WHITE SHARKS

#### £7.99

he storyline behind White Sharks is fairly uncomplicated. In fact it is so uncomplicated that there doesn't appear to be one! Your only goal in life as a White Shark pilot is to stay alive for as long as is humanly possible, taking

as many opponents out as you can before finally meeting your maker.

There are hordes of aliens screaming towards you all the time, and it will take all of your skill and judgement if you are





to possibly get through it all in one piece.

It is a fairly basic shoot'em-up with some slightly dodgy graphics and average gameplay. Having said that though, for some inexplicable reason it doesn't play

that badly and can even be pretty enjoyable at times. Worth a look. Steve.



#### £7.99

ade to look beautiful by exotic looking, halfnaked women, Gem'X is a simple German puzzle game which looks decidedly Japanese. And if that last sentence hasn't convinced you that Gem'X is well worth exchanging eight quid for, the following comments just might.

Trying to match the wall of gems on the left with the wall of gems on the right is the name of the game, and this can be achieved by lowering the colour valency of certain gems. Unfortunately, when some gems





are changed, others are effected too, so it all gets a tad tricky.

What I'm saying is Gem'X is tough to describe and unless you play it, you'll never know what the blinkin' hell I'm waffling on about. So, scrabble around in your

pocket for eight gold ones discand the over delights within.



# BIGNOSE THE CAVEMAN

aveman games seem to be all the rage lately, with recent releases including Joe and Mac, Caveman Ninja and BC Kid. Bignose is Codemasters' offering and while it won't challenge either of the aforementioned full pricers, it just about which can be smashed open to justifies the £7.99 asking price.

Caveman-lookalike Bignose, the but then again it could be

horizontally scrolling levels (there are a number of single secret rooms, which you may stumble upon from time to time), making mincemeat out of

the oncoming prehistoric baddies using your trusty caveman club or a handful of throwing stones.

To assist or hinder you in your quest to provide the food for an up and coming banquet, there's a number of rocks lying around reveal the contents within. It could Playing the part of Captain be a power up, or a level warp, aim of the game is to progress something really tedious which through a series of one way, reverses the left and right controls





of the joystick.

It is features such as these that make the game challenging and highly frustrating, otherwise the game appears (although | haven't quite completed it) to be too simple. Most of the trickier platform obstacles are easily overcome and the end-of-level baddies are an unbelievable stroll,

I still enjoyed it though and if of course you you're not paying off a huge car loan or something equally expensive, it's definitely worth



checking out.

It won't knock you sideways, but it should keep most of you happy and content

for a couple of weeks, unless complete it too soon.





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RoboCod and Toyota Celica GT Rally to swap - would like Lotus III in exchange. Please call Paul Gagen 0765-606915

I have the trio of Creator, 3D and Compiler. In exchange, I would like A500 side expansion (SupraRam) or power dual disk drive. Phone Philip Stott 061-652-3448.

John Madden's, Populous II, Lure of the Temptress to swap for Jaguar XJ220, Apidya or F-15 II. Telephone Keith Ryan 0793-612515. swap them for Eye Of The Beholder and Celtic Legends or Prehistorik. Will swap EOB for both. Please telephone Shaun Clark 0495-752082.

In Hook, where is the gold on Hook's ship. This plea for help is from Stephen Harbridge 0895-678950.

Commodore 64 for sale with Comp Pro joystick, 16 games, cassette recorder, Chase HQ cartridge. Only 18 months old. #¿90 ono. Give Mark Howe a buzz on 081-529-3100 or write to 25 Balliol Avenue, Chingford, E4. address you need to write to is Lisa Tyree, 5 Westbourne Rd, Marsh, Huddersfield, HD1 4LQ.

Swap WWF, Pitfighter, Another World, RoboCod, Alien Storm and Turrican 2 for Monkey Island II, King's Quest I, II and V, Moonstone, Fire & Ice or Fireforce. Call Stephen Cullen 0663-744578.

Wanted: Armour-Geddon, Thunderhawk, Eye Of The Beholder. Write to Wayne Clarke, 6 Uvedale Rd, South Bank, Middlesbrough, Cleveland. Swap / Sell Psygnosis Monster Pack 2, Gods, Magic Pockets, Populous, Corporation, Dungeon Master, Chaos Strikes Back for Fire & Ice, RoboCod, Eye Of The Beholder 1 & 2. Will separate. Telephone Anthony 0788-823823 between 6pm to 9pm.

Swap / Sell Hook, Striker, Batman, TV Sports Football, TV Sports Basketball and Cyberball for Jaguar XJ220 or any other offers. Contact Scott Milner, 3 Bentley Green, Harefield, Southampton, Hants, SO2 5GH.

Chase HQ 2, Hunter and Kick Off 2 for Sensible Soccer. Also, Powermonger WWI Data Disk, Sly Spy Secret Agent and Beast II for MicroProse F1 Grand Prix. From David Hutcheon 041-558-2756.

Loads of games to swap. D/Generation, Lemmings, Indy Adventure, Supercars II and lots of compilations. Would prefer Monkey Island and Another World but anything considered. Call J Colin 021-373-9558.

I'll swap Populous, Corporation and Gremlins 2 for your Sensible Soccer, D/Generation or Monkey Island II. Contact Neal Yewis 0792-892965.

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I would like to swop Ultima VI for either Zool or Latus III. Write to Lance Baird, Pharmacy Plat, Lower House, High Street, St Asoph, Chuyd, LL17 ORD.

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Dynablaster, Indianapolis 500 and Lotus II to name a few of the many games I'm selling at bargain price. For a list of games, send an SAE to Mark McDermott, 27 Ilys Neranys, Mold, Clwyd, North Wales.

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Hook and Lemmings to swap for Monkey Island II. Call Anthony Williams 0744-820234 or drop him a line to 77 Jone Street, Sutton, St Helens, Merseyside, WA9 3LD.

PD to swop for 75p per disk. Send 50p and SAE for catalogue disk which contains lists, classifieds and game cheats. The name and I have Knightmare to swap for Monkey Island II, Curse of Enchantia, Heart Of China or Might And Magic III. Contact Elizabeth Obiorah, 105 Gilmore Rd, London, Lewisham, SE13 5AB. Phone 081-318-3309.

I'll swap any three of these games: Espania '92, Alien Breed, WWF and Hunter for either D/Generation, Lotus III or Zoal. Write to Chris Rayment, 85 Prospect Rd, Southborough, Tunbridge Wells, Kent, TN4 OEE.

Swap Hook or Gobliiins for Monkey Island. I'll swap Pitfighter or any of the above for Maniac Mansion or Sensible Soccer. That's from Douglas Rowe, 11 Lowleighton Rd, New Mills, Sockport, Cheshire, SK12 4D8. Alternatively, telephone 0663-746348. Yamaha PSR500 Midi Data Recorder. Save your songs / rhythms onto Amiga disk (needs 1 meg + interface). £4 including P&P. Write to Paul Timson, Dept STS, 56 St Lawrence Rd, Ansley Village, Nuneaton, CV10 9PW.

Swap Mig-29, PGA Tour Golf, boxed in excellent condition + Datachat 1223 (GEC) modem for Battlehawks 1942 (boxed with manual). Telephone P Pike 0909-476578.

I have got Populous II, Speedball 2, Monkey Island and F-29 Retaliator Prepared to swap for Casilies, Dune, Heimdall, Civilisationar UMS II. Please call Robbie Wallis 0406-26481.

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I will swap Dune and Black Crypt both in mint condition for Eye Of The Beholder 2. Phone Dave after 5pm on 0703-474643.

CDTV for sale with keyboard, disk drive and mouse with Zool, CDPD, Sherlock, G Book, Lemmings, Encyclopeodia. Worth £600. Sell for £420 ono. Phone Scott Mackinnon 0625-873475.

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Special Forces, Gobliiins and any good adventure or strategy games. Gavin Stone 0983-520067.

Can my Commodore MPS 801 printer be used with my new A600? If so, where can I get a connecting lead 6 pin to 25 pin? Carl Leonard needs your help! Call 0782-302952.

I would like to sell a Commodore MPS 1270 ink jet printer (black and white) for £90. Perfect condition. with box and manual. Jonathan Moore 081-520-9923.

I've got a copy of Jaguar XJ220 and an original of Supercars II. I'd like Lotus II in exchange. Telephone Kevin Green 0536-725621.

I will swap my Epic for either Alien Breed, Dune, Special Forces or Project-X. Please phone 0204-697381 between 6pm -10pm daily.

Tiger, Megalomania and Magic Pockets to swap and I would like Alien Breed or Titus The Fox in exchange. Write to Americo Cacace, 2160 74th Street, Brooklyn, NY, 11204, USA.

I've got Lure Of The Temptress and would like to swap it for Monkey Island II. Thankyou. From Michael Hewitt, 12 Wallwood Rd, Ramsgate, Kent, CT11 8AS.

I would like to swap Espania '92 for Epic or Arsenal or Premiere. Drop a line to Benjamin Beckwith, 11 Langside Crescent, Southgate, London, N14 7DS.

Urgently Wanted: Turtles II the arcade game. Willing to pay £10 ono, must be in good condition. Please phone after 6pm and ask for Angela on 0705-593126.

Swap Shadow Of The Beast II for It Came From The Desert or any flight sim. Contact D Hubbard, 45 Doubting Rd, Thornhill, Dewsbury, West Yorkshire, WF12 OEU.

Man Utd Europe to swap. Please make your offers to Kenny 081-695-6319.

I will swap Parasol Stars for any game rated over 88% in AA this year but no flight sims or RPGs. 500+ compatible. Call John Shore after 5pm on 0628-525822.

Complete the form below and send it to: Peter Lee's Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP. Or now you can fax your message to 0625-876669, marking your fax for the attention of Amiga Action.

For sale! Ultima V and VI, both together £15. Would consider swap for Sim Earth. Phone 0737-762416.

A600 for sale + 16 original games. Workbench 2.5 and 17 disks. Manuals, diskbox and joystick. Ring Jonathan Copping 0394-450704 (after 6pm).

Amiga 500+ for sale. Boxed as new and with joystick and loads of original games. Only £350 ono. Contact Dan Worthy 0934-852124.

Swap Heroes Of The Lance, Last Ninja II, Xenon II, Driller, Robot Monsters, Fantasy Dizzy, F29 Retaliator and DPaint II for Flight Of The Intruder. That's from Ryan Wigginton, 78 Nottingham Rd, Hucknall, Nothingham or telephone Nottingham 638830.

I'll swap or sell Leander, Harlequin and VideoKid for Amiga 500+, GVP 120mb hard drive, bought July, Zool and other games. £570, no offers, but will deliver anywhere within reason. Telephone 081-655-2121 (7-9pm).

Could someone please tell me cheats for Rick Dangerous II, Gremlins 2, Cabal, Captain Planet and Total Recall. Thankyou very much. Contact Mark Price 0269-860088.

Wanted: Amiga contacts worldwide! 100% guaranteed reply - fast and reliable. Looking for a contact in the USA, look no further. Send disks, lists, letters to: Jamie Edrich, 190-06 A 69th Avenue, Fresh Meadows, NY, 11365, USA.

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The Legend of Kyrandia caused quite a stir when it first arrived in the office. And now, thanks to Virgin, we can provide the full solution to this excellent game.

## CHAPTER TWO - The Timbermist

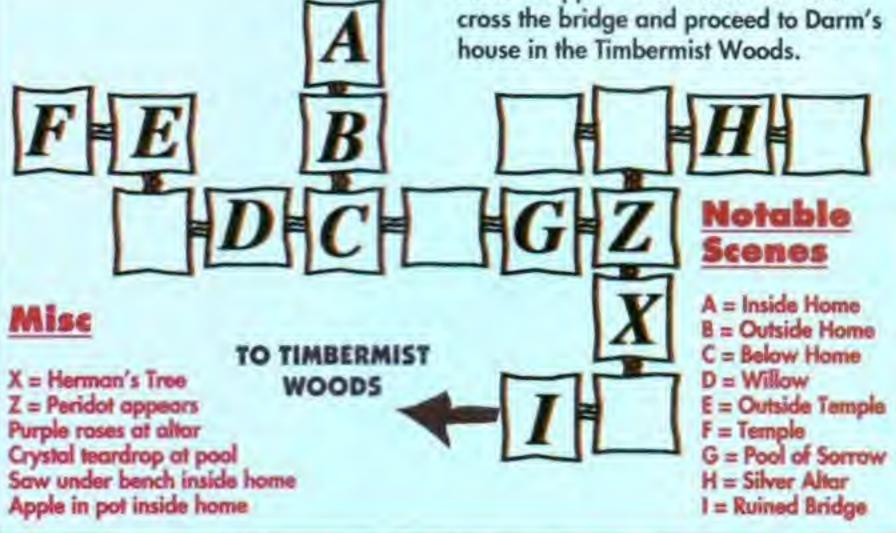
## **CHAPTER ONE – At Home**

Our story begins with the hero Brandon returning home to find his grandfather Kallak turned to stone. Brandon is unable to do anything that will help his grandfather at this point. You must pick up the mysterious blank note on the workbench and put it in your knapsack.

As you try and leave the tree, a messenger appears. Listen to his message then pick up the apple from inside the purple pot and the huge garnet from the bench. These items will be used later on in the game. Other gems may appear at various intervals and when they do be sure to take them.

Leave the treehouse. Your first task is to find Brynn at the temple. Show her the note from the treehouse. She will

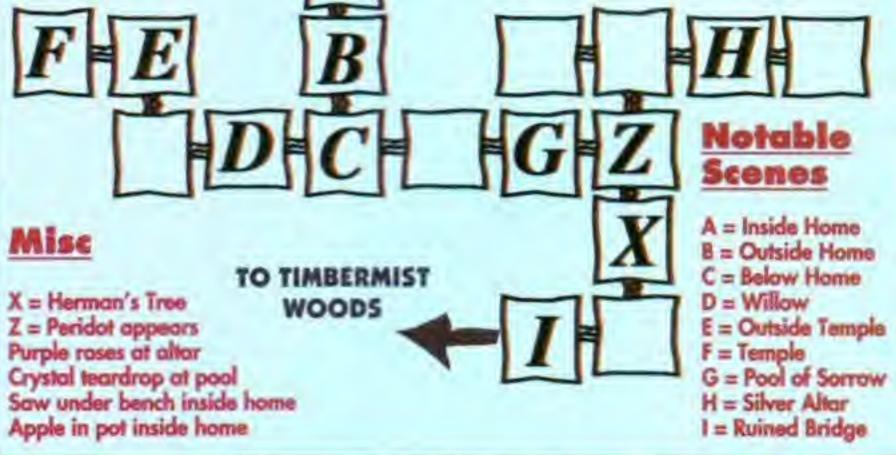




cause the enchanted message to appear and Brandon will be able read the note. Brynn will then request that you bring her a purple rose. This can be found at the forest altar. On the way you should collect a teardrop from the Pool of Sorrow. You can then heal the sick Willow tree by putting the teardrop in the indentation on the trunk.

Once you have healed the Willow, Merith will appear and want to play hide and seek with you. When you catch him he will give you a purple marble. You can then repair the altar by placing the marble in the empty slot to the left of the two other purple marbles.

At some point while you are doing all this, you should make a point to visit Herman at the ruined bridge in the cave. You will need to cross the river but first Herman must fix it. To do so you must provide Herman with a saw to enable him to repair the bridge. While the bridge is under repair you must go and find the amulet. You must take the purple rose to Brynn who will convert it to a silver rose that must be placed on the repaired Forest altar to cause the amulets appearance. You must now





#### loods

Darm will request that you bring him a quill. To acquire the quill you must get the walnut from the songbird's tree, pick an acorn at the Grove of Oaks and find the pine cone in the forest. These three must be planted in the hole in Deadwood Glade. The plant that grows from the planted seeds will activate the yellow gem on the amulet. Use of this gem will bring you a healing ability which can be used to heal the sick songbird.

The happy bird will then provide Brandon with the quill he needs. When you take the quill to Darm he will write a scroll for you. You do not need it now but you cannot get to the castle without it.

The birthstone is your next quest. The spell cast by Darm to summon the stones is rather erratic and gems can be found laying on the ground at any time throughout the adventure. Several stones will appear before you even know that you are looking for your birthstones. The first stone is the sunstone which is in the lower part of the bubbling spring. Collecting all the stones and placing them correctly in the gold dish at the marble altar requires patience. There are nine other

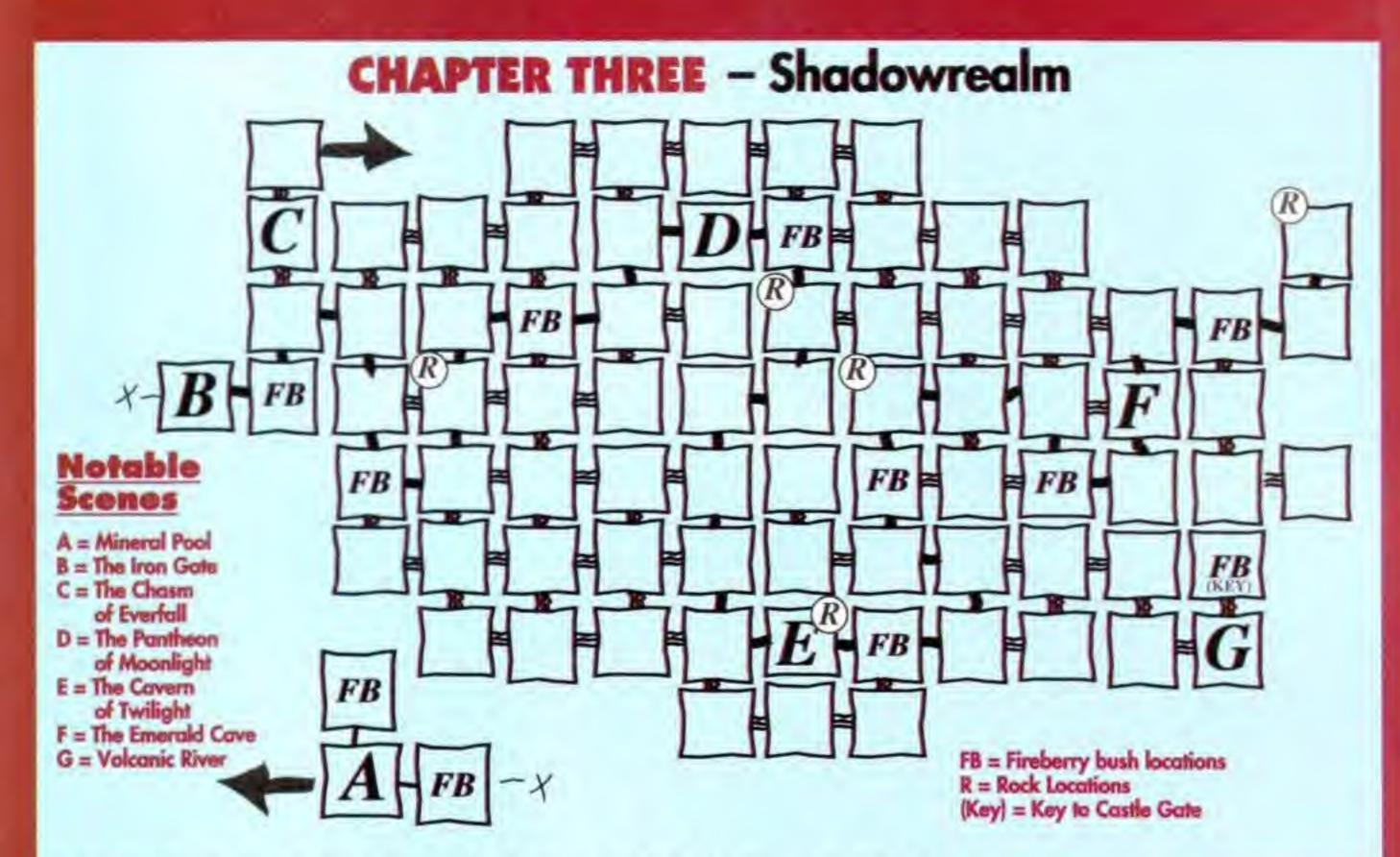
different types of gems laying about the Timbermist Woods and all should be collected.

The identities of the second and third birthstones will vary with each new game. The fourth and final birthstone is a ruby. Rubies may be found at the Ruby tree, but Brandon will get bitten by a poisonous snake when he tries to pick one. Even though he is poisoned, you must try and pick one again. You can wander into the Grove of Oaks when you are poisoned but if you try and venture further then you will die.

To rid yourself of the poison you must employ the healing gem on the Amulet to restore his health. Once the last birthstone has been placed in the golden

bowl, the bowl will turn into a flute. If Brandon goes back to Darm's with the flute he will direct him to the Shadowrealm, beyond which is the Faeriewood, the home of Zanthia.

At some point during your travels in the Timbermist Woods you will probably find the grotesque cave entrance at the serpent's grotto. When you try to enter the cave, you will meet Malcolm for the first time. Malcolm will throw a knife that just misses you. You will be killed unless you throw it back at him. Malcolm will then retreat, but not before sealing up the entrance to the cave with ice. You can shatter the ice by playing the shrill flute. You will then be allowed into the labyrinth of Shadowrealm.



The Shadowrealm is a large labyrinth made up primarily of mysterious caverns strung together with a variety of entrances and exits. Fireberry bushes grow in some of the caverns.

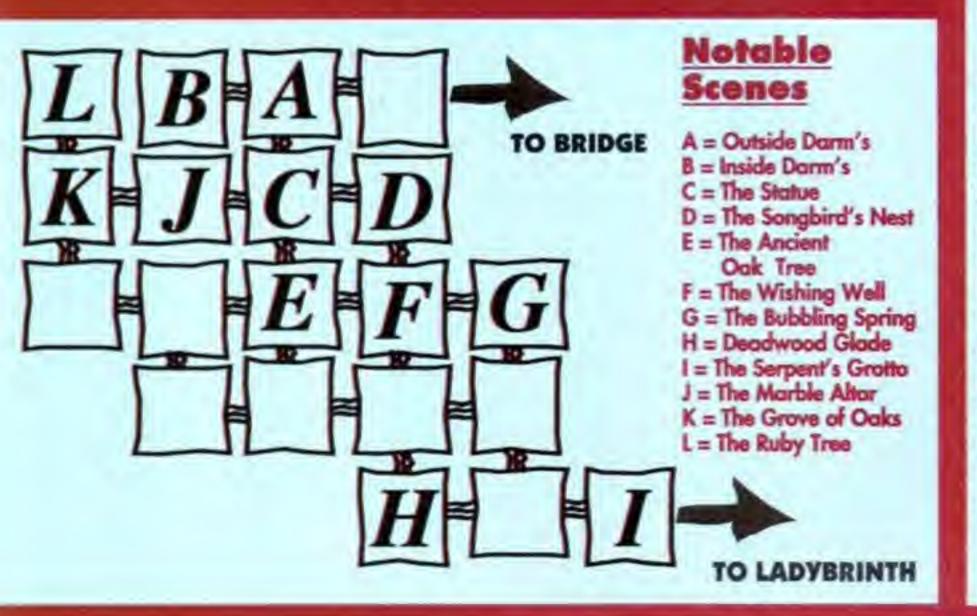
You must pick the fireberries and carry them with you to avoid the shadow wraiths. If you do enter a mysterious cavern without a fireberry to light the way, the shadow wraiths will devour you in the darkness. Unfortunately the fireberries only last for three caverns when you are carrying them. You must therefore work your way from one bush to another constantly replenishing your supply. The map shows you the most direct route available to you. Fireberries left on the ground will not be extinguished and will also serve as markers for the return trip.

Once you have crossed the cavern with the iron gate, the gate will close behind you and prevent you leaving the Shadowrealm. To open the gate, you must find rocks in the labyrinth to throw into the counterbalance. There are five suitable rocks and you must find them all. Three are to be found along the main path, one is in the Cavern of Twilight, and the last one is in the mysterious cavern up and to the right from the **Emerald** Cave To be able to cross the Chasm of Everfall and proceed to Faeriewood, you will need to complete the Pantheon of Moonlight. To do so you must pick up the coin in the Cavern of Twilight and take it





A useful little tip is to leave extra fireberries on the floor behind you.





back out of the labyrinth to the Wishing Well near Darm's.

When you throw the coin into the well, a moonstone will appear. You can then complete the Pantheon of Moonlight by placing the moonstone in the pedestal base. When you do, the Will-o-wisps will activate the purple Amulet gem. Because the Will-o-wisps have their own illumination, using the purple amulet gem allows Brandon to float about the labyrinth without requiring fireberries.

Once you have the Will-o-wisp ability you can float across the cavern of Everfall, but you should spend a little more time in the labyrinth to acquire the key to the castle gate. The key is in a mysterious cavern located across the Volcanic River. This river is to the right of the Cavern of Twilight, but out of reach unless you explore that area in the Will-o-wisp form. If you cross the Volcanic River, you'll be burned up unless you apply the scroll you got from Darm to freeze the river. Other useful items in the labyrinth are the emeralds which you can pick up in the Emerald Cave. These could come in useful later so you may find it convenient to take one with you.



#### **CHAPTER FOUR - Faeriewood**

When you enter Faeriewood, you may wander only slightly before you will be knocked unconscious by a falling tree branch. Zanthia the Alchemist will find you in the woods and drag you to her laboratory, where you will wake up.

Zanthia will discuss the state of your quest and will ask that you retrieve magic water from the fountain. When you go to fetch the water you will again encounter Malcolm. This time Malcolm will be unusually nice and instead of harming you directly, he will merely ruin the fountain by removing one of the set of encircling crystal orbs.

You can repair the fountain by retrieving the orb from within the flaming tree. If you use Darm's scroll on the flames you can then pick up the missing orb and return it to the fountain. Replacing the orb will rejuvenate the fountain and allow you to fill a flask.(You must find flasks in Zanthia's laboratory.)

Drinking some magic water will activate the amulet's blue gem. Using the blue gem will allow you to dispel some small enchantments.

When You return to Zanthia with magic water she will tell you more about your royal heritage, give a few clues concerning the powers of her potions, and then request blueberries to mix into a potion that might help you. You can find blueberries at the Sparkling Waterfall. When you return to Zanthia's though she'll be gone. The rug on the floor will be rumpled, and if you move the rug you will discover a trapdoor that leads to an area of Faeriewood behind Zanthia's home. Your principle problem in this chapter will be in making the required potions. You can make red, blue and yellow potions by placing ingredients in the cauldron. A flower and a gemstone of the same colour will generally

E = The Sparkling Waterfall



produce a potion of that colour. A blueberry and a blue gem will yield a blue potion, a yellow tulip and a topaz or an emerald will make a yellow potion. For some reason, a purple rose and a purple amethyst will not produce a purple potion.

Some of the required gems will appear in Faeriewood, but you may have to retrace your previous steps to obtain all the ingredients you need. To make a red potion, you must explore beyond the trapdoor to find the Tropical lagoon. There you will find the red orchids needed to make red potions.

In the woods beyond Zanthia's, Brandon can find the Crystals of Alchemy. These enable you to mix different colours of different potions. Putting a blue potion in one slot and a red potion in the other will result in the creation of a useful purple potion. Red and Yellow potions can be mixed to produce a useful orange potion. Yellow and blue potions will combine to make a poisonous green potion. Once you have mastered the art of potion making, you must obtain the Royal Chalice. You can find the Chalice hovering in mid air near the fountain, and can release the Chalice by using the blue gem on your amulet.

himself. You can chase the faun to his tiny home, but then you will need to drink a purple potion in order to shrink himself and enter the faun's house.

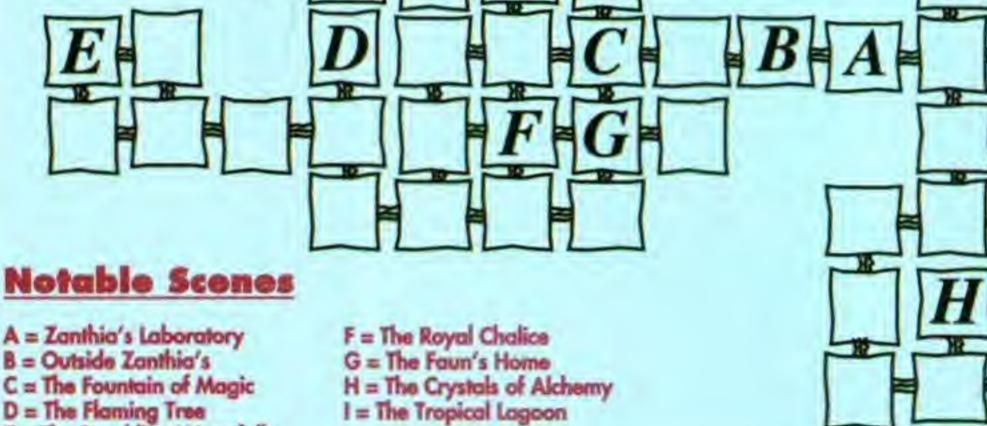
Once in the faun's home, you will have to negotiate a trade with the faun in order to obtain the Chalice. The faun will only trade for an apple though. If you have brought the apple from your home this will work fine. If you need to find another apple, you can find one that was laying on the ground just after you exited the labyrinth. If you have eaten or lost both of these apples, another can be found in the woods behind Zanthia's.

Once you have the Chalice, you are ready to go to the castle. By drinking an orange potion while at the Tropical Lagoon, you will become a winged horse (naturally!) and fly across the water to the castle.

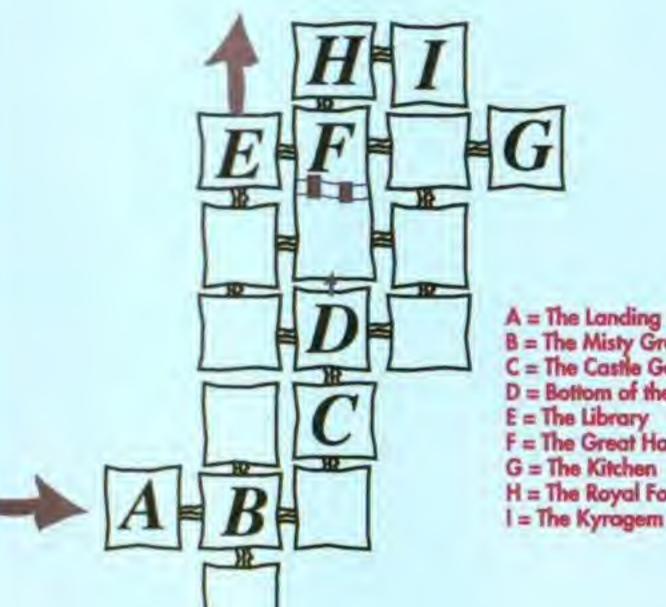
Before you fly to the castle you should check to see that you have everything you will need, because you will be unable to return once you have flown over the water. You will need the key, the Royal Chalice and a flower.

In addition to the poisonous green potion, there are two other dangerous situations in Faeriewood. Just outside Zanthia's door there is a huge frog lurking in the swamp. Only the eyes will show but if you try and investigate, the frog will eat you. At the Tropical lagoon, you may be tempted to float across the water using by using his Willo-wisp ability. A giant fish will jump out of the water and devour any Will-owisps that come along.

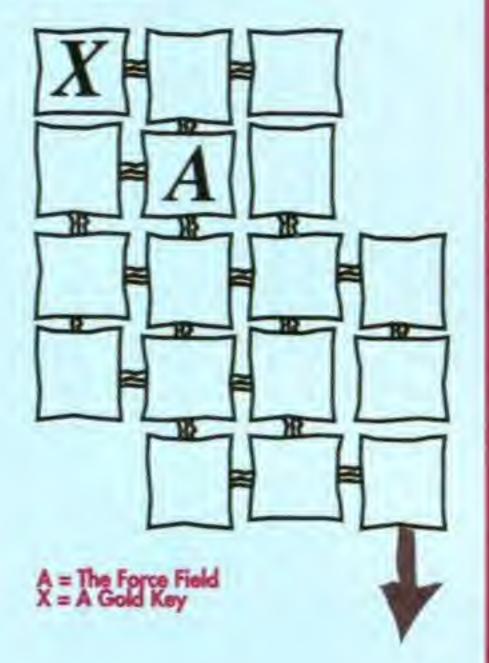
Unfortunately, you are not the only one interested in possessing the Chalice. As soon as it is released, the faun will scamper by and take it for



#### **CHAPTER FIVE - Castle Kyrandia**



A = The Landing Pad B = The Misty Grave C = The Castle Gate D = Bottom of the Stairs = The Great Hall H = The Royal Foyer I = The Kyragem Chamber



You will discover the grave of your parents soon after landing. If you have a flower then place it on the grave. The ghost of your mother will appear. She will tell you that you will need the Chalice. This advice is late in coming, for now you cannot return to Faeriewood. The ghost will activate the

Herman will cut you in half if you get too close. Fortunately you can make Herman fall asleep if you use the yellow healing gem on the amulet.

The other key is upstairs in the music room. You must play 'Do-Fa-Mi-Re' on the bells. (Bottom, top, second to top, second to bottom). This will expose the

and the Chalice (in that order from left to right) on the red cushions in the alcoves. This will open the door to the chamber of the Kyragem, and cause Malcolm to arrive with more cruel taunts about your manhood and outfit. Despite your mother's warning, you will punch Malcolm out.



red amulet gem which gives you the ability to briefly turn invisible.

The castle gate will be guarded by two inhospitable gargoyles. You will need to turn yourself invisible before you try the key in the lock. Any other procedure at the gate is likely to result in a horrible end.

Once inside the castle, you must ignore Malcolm's house rules and locate the Royal Foyer at the far end of the Great Hall. You will need to find the two keys that unlock the doors. The first key can be found in the catacombs. To get there you need to find the library, and ride the revolving fireplace into the darkness.

At the far end of the catacombs, you will encounter a Force Field which can be removed using the blue amulet gem. Several rooms beyond, there is a rock on the floor under which will be a gold key. You may have to wait a few minutes after employing the blue gem until his amulet power is restored. Then you can explore the catacombs in Willo-wisp form and benefit from the illumination to locate the rock.

In the hallway near the Music room you will meet Herman again. Herman will be entranced by Malcolm, and threaten to return the saw in an unfriendly manner!

second gold key behind a picture.

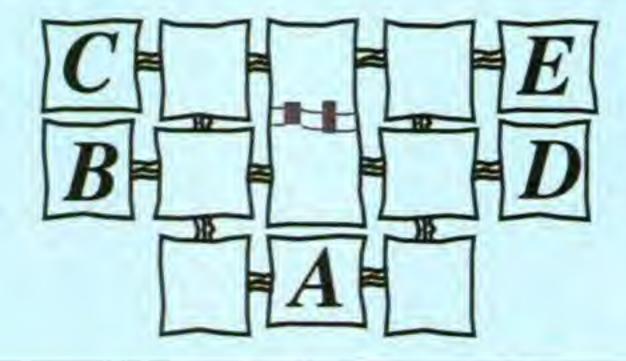
Among the utensils in the kitchen there is a sceptre that you must use in the Royal Foyer. He will also need the Crown that can be found on the reverse side of the revolving fireplace in the library.

To expose the reverse side of the fireplace, you will need to pull out certain books from the shelves. You must pull out the books so that the first letters of the titles spell out O-P-E-N. Once the fireplace has turned, you can retrieve the Crown from inside the grate.

Several non-essential items are to be found in the bedrooms. When the Royal Foyer is opened, you can place the sceptre, the Crown

Once in the room with the Kyragem, you must position yourself in front of the mirror on the right side, and then turn yourself invisible before Malcolm enters the room and hurls the turn to stone spell. If all goes well, Malcolm will get hit by the rebound from the mirror and turn himself to stone.





A = Top of the Stairs B = The Music Room = Brynn's Old Bedroom = Zanthia's Old Bedroom E = Darm's Old Bedroom



Any film that has a reputation for being worse than Home Alone must be really bad and that's what Plan 9 is. However, as a game it is a pretty tough adventure that requires plenty of thought and possesses that usual Gremlin sparkle. Here's the **Amiga Action GTGA** giving you the complete solution if you're stuck and need some help....



Examine the left most picture on the back wall and you'll discover an address. Go back to the foyer and ask the doorman to call a taxi. Go out, climb into the taxi and tell the driver to go to Lot 9.



When you arrive, go through the cometery gates and enter the crypt. Examine Bela's body and you'll find his house key. Collect the hammer lying on the floor then make a sharp enit.



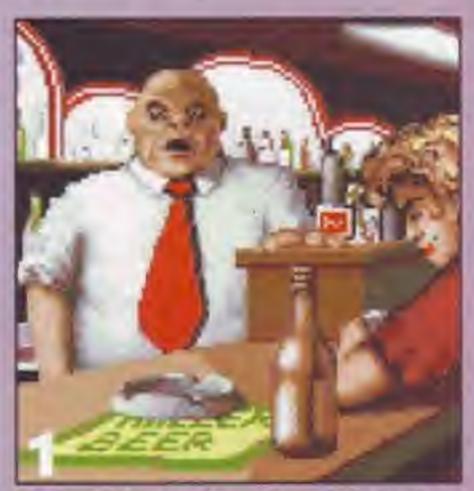


Go up to the third Hoor (the travel agents) and ask to buy a flight ticket. They'll tell you the only available flight is to Rio so accept it. Now leave and go up to the fifth floor.



You'll find yourself in a hardware store new, so examine the spade on the back wall then ask to buy it. Use the passport you have on the photocopier to the right which should give you a replica of your photo.





Head straight out of the movie studio and yo to the Hub Cap Bar. Once there, talk to the strange female and she'll mention where Bela Lugosi used to live. Before you leave the bar, buy a bottle of rum from the barman. Next call in at the cafe nearby and collect the balloon off the table.

Use the taxi to go to Bela's house on Viad the Impaler Street, enter through the front door (the key is used automatically) and head off to the study that you'll find on the left.



Examine the flyer on the table to discover the address of the mail, take the picture of Bela that lies on the table next to the flyer. Now before you leave the house push the trophy on the left of the study wall to get a credit card.

Go to the bank on the sixth floor and tell the cashier you need to change some cash. Get all four currencies available to you (Australia, Washington, Hong Kong and Brasil) then examine the credit card and make note of the number on the back. Give the small key from inside the mask to the cashier and she'll ask you for the number to your safety deposit box. Tell her it's \$30143.



Go back to the Producer's office and you should find it vacant. Enamine the desk and you'll discover a key for the editing room. Now yo into the private room at the back.



Go to the mail in the taxi and press the elevator call button. Now head up to the second floor and buy the mask from the korror shop. Examine the mask and you'll discover a small key hidden inside along with a little note.



You'll now appear in the deposit box room with your box in front of you, open it to discover the first film reel. Examine the reel and if you want to check what's on the reel there's a cinema down on the fourth floor.



Now bead back to Lot 9 once more with the help of the taxi. Head to the crypt then veer off to the left to find a wooden errors with the name J Harris on it. Use the spade here three times then examine the hole to find the second reel. Examine this then head off towards the airport.



Show your ticket at the counter and head out to the plane. Before take-off, go and talk to the pilot. Ask him if he knows anywhere good to stay in Rio. Take note of his name and go back to your seat.





Fly back home and go to the pilot's house on Aviation Way. Use the credit card on the door and enter the house. Collect the scuba gear lying in the hallway (you'll have to drop some items to do this, make sure they're items you've used like the hammer or spade). Now go out into the back garden and collect the fourth reel.



Go back to the storeroom in the studio and collect the love beads off the statue on the left. Now go to the airport and fly to Australia. Show the pilot's ID at the airport to get on the plane. When you arrive go to the beach and talk to the bikini clad bather. Say "Hi there, nice weather" then ask her if she'd like the love beads - she'll accept and show you a path to the hippy commune.





Wy to Hong Kong and talk to the movie mogul, he'll tell you about the Netsuke that has been stolen from him. Board a plane bound for Washington and get into the tasi. You'll now get roped into a mission in Caba where you'll meet up with a guard who doesn't speak English. Use the dictionary to translate what he says and after a long conversation you'll receive a cigar and a poster before returning to America.



Give the poster and cigars to the chief back at the White House and you'll get told about the museum. You'll automatically appear in the museum entrance. Give the pupa to the curator then head into the warehouse at the back.



When you arrive in Rio set into the cab and you'll automatically be taken to the hotel. Examine the register and take note of the room the pilot stayed in, ask for the same room then head up the stairs and take the pilot's ID off the dresser. Examine it to find his address then use your passport photo with the ID to make it your own.



Head out to the case across the beach and upon entry the bats will take the picture of Bela from you, allowing you to pick up another film reel. Once again examine the film, there's a cinema in the hotel if you want to watch the reels.



Fly back home and go to the building site (opposite the movie studio) and talk to the guy there about Australia. Go into the store room in the studio and collect the dictionary then fly back to the hippy commune in Os. Talk to them about Fred and they'll give you the fifth film reel.



Go back to the airport and you'll thrown into jail. Give the rum to the prison guard and he'll leave, allowing you to escape - before you do collect the statue he dropped and smash it open with the hammer to yet a slimy pupa.



Go to the bridge (left of the opera house) and talk to the painter, this forces you to fall into the water. Quickly use the scuba gear before you die and collect the crowbar. To get out of the water, use the balloon on the scuba gear.



Search for a crain marked O.R. Yental, Hong Kong and prise it open using the crowbar. Inside will be the Netsuke and the final film reel. Now return to Hong Hong and give back the movie mogal his possession to receive a talisman. Now wander out to the border and try to get to China.



Some Ninjas will jump you and whisk you off to some rather vicious looking monks. Give them the Talisman and the end sequence will begin. Congratulations, you've just completed the game!



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#### CHEETAH'S POST BOX STUCK ON YOUR FAVORITE GAME? Don't despair we have tips, cheats and solutions for over 500 games to help you.

For a complete list send a stamped addressed envelope to:

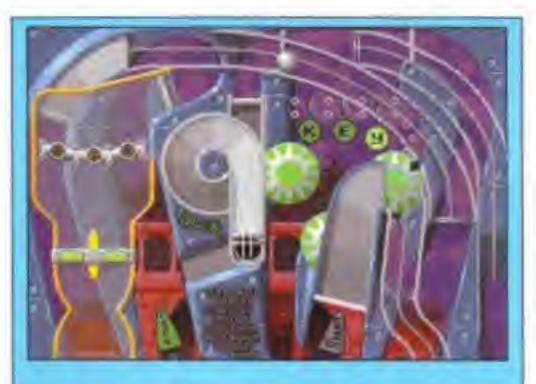
> Cheetah's Post Box AA40 P.O.Box 339 Beckenham Kent BR3 4UG

#### **SURPLUS STOCK SELL-OFF SURPLUS STOCK SELL-OFF MIGA/ATARI STOCK STAMP TELLING US WHAT COMPUTER SURPLUS STAMP TELLING US TOFT AND TELLING US**

#### SMALL TIPS



Yet another bulging mail bag. A big thankyou to everyone who took the time to write in and thanks also to all the software houses for their latest hints, tips, cheats and level codes. It's a shame that most of the cheats had something to do with a certain ninja from the Nth dimension, but thanks for the thought anyway. So, no more Zool cheats please (unless of course it's different to the one we're about to print very shorty), but any others are more



# **Pinball Fantasies**

Fancy a couple of extra balls or an invisible force field which stops the ball between the flippers? Of course you do. To start a game with five balls type-in: EXTRA BALLS (with a space). To play for ever type in: DIGITAL ILLUSIONS (again, with a space) and when the ball stops between the flippers just nudge the table by pressing space to get going again. Type in both of these cheats before you press the function keys to select the number of players and a message should scroll across the dot-matrix scareboard informing you which cheat has been activated. Thanks to KC Quinlan from Reading.



# **Risky Woods**

Press F1 to increase your lifeforce, F2 to gain massive helpings of cash and F3 to skip stages. Many thanks to Dave Meredith of Edgeley for that particular offering.

# **Monkey Island 2**

Picture this. You've just purchased Monkey Island 2 for the huge sum of £38. You read this issue of Amiga Action and discover that if you hold down the ALT key and tap W, you'll immediately complete the game. £38 and 11 disks for a poxy credits sequence. Personally, I'd play the game until you get stuck and then consult Amiga Action's past player's guide.



# Troddlers

We promised you these last month, but as the game had only just been released we decided

#### than welcome.

## Ivanhoe

Some strange character called Ace from London has sent in this marvellous cheat for the recently re-released budget game, *Ivanhoe*. All you have to do is type in ZOBINETTE while playing. Then press N to skip to the next level and Del to erase all the bad guys from the screen. Here's a quick compatition. The first person to pravide the Traddlers codes for levels 39 and 56 will win any one of the following Sales Curve games: Swiv, Rodland, Double Dragon III, Final Blaw, Indy Heat or Big Run. Send your entries to the usual GTGA Small Tips oddress at Amiga Action.

#### Zool

Since this cheat was featured on the Bad Influence! television program, fifty percent of the world's population have sent it to us. For the sake of those who haven't heard, if you wait for the second title page to appear (the one which says press line to play) and you type in the word GOLDFISH, good old



Zool will activate a very special cheat made. Pressing any of the first functions



keys will take you to that world and hitting either ane, two or three will take you to the requested stage. Make sure you select the desired level before you press fire to start. In the game, press 1 for invincibility, 2 to skip worlds and 3 to skip stages. Now tell us this isn't useful. Didn't think you would! against it. Here we go then with the codes for levels 36 to 56;

6: COLDCROSS	47: SAVEBLOCKS
7: STONEM	48: TWENTYSIX
B: HARDROUND	49: UPTOYOU
9: 8	50: ALOTODO
D: FIRSTGUNS	51: UPSIDEOUT
I: CROSSFIRE	52: DROPEMIN
2: NORULES	53: TOUGHTIMES
3: NOFARFALL	54: CLOSEUP
4: RUNAROUND	55: FOOLSRUN
5: BADBIRD	56 2
6: COVERTHEM	



# Jaguar XJ220

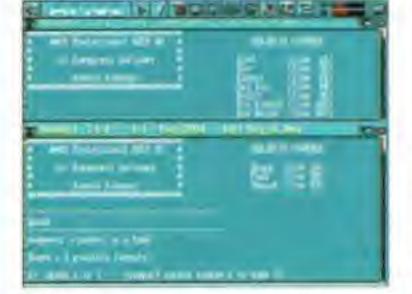
Yes, I know we've printed cheats for this in the past, but this one's a touch different. Beating the lap record is a real cinch if you turn on the radio instead of the compact disc player and tune it to a frequency of 065.4.



# Now AMOS has turned Professional!

AMOS The Creator has brought programming within the reach of over 50,000 Amiga users. Now it has been given a complete overhaul and the result is a vastly enhanced product – AMOS Professional – designed for all experienced Amiga programmers.

AMOS Professional has 200 new commands, taking the total to over 700. Included in the package is a 650-page manual written by Mel Croucher who wrote the highly-praised Easy AMOS manual, and Stephen Hill who wrote the original AMOS manual. Programs written using earlier versions of AMOS and Easy AMOS can be loaded into AMOS Professional for amendment or enhancement.



Write programs with ease using the feature packed Editor



Track down problems fast in the advanced Monitor Mode

- On-line help provides details of the command at the cursor position – another click takes you to a fully
- Two discs crammed with working examples, and tutorials demonstrating AMAL, the new AMO5 Interface system, collision detection and other key topics.
  A selection of new highly-finished programs, including Planet Zybex (a scrolling shoot'em up), File O'Facts (electronic data organiser), Quatro (puzzle game) and Dithell's Wonderland (an eight-way scrolling platform game).
- Ames
   Ames

   Ames
- documented working example.
- A new editor with drop-down menus, keyboard macros, advanced undo/redo, and multiple windows on screen.
- IFF animation playback that runs faster than in DPaint.
- MED music library support with MIDI data send, Noise Tracker support, easier access to the printer, serial and parallel ports and much more.
- MOUTH commands to link sprites to speech output from the SAY command to create a realistic talking head.

# An easy introduction...

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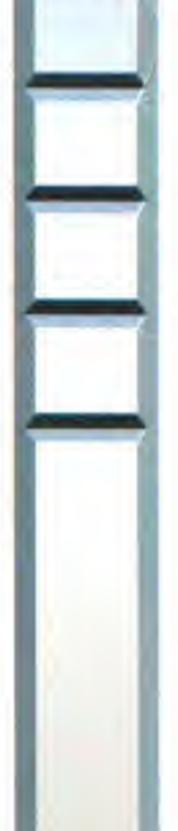
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#### **Commodore** Conundrum

The dilemma which I am on the horns of is A500+, A600 or A1200? Games playing will be the machine's main occupation initially, although its future will lie in word processing.

The A1200 seems most attractive, being newer and more powerful, although I've heard rumours of software incompatibility. I also have a deep seated fear of purchasing a new model computer. Will it meet the same fate as my last home computer, a Toshiba M5X?

#### **Richard Otley**, Doncaster.

With Christmas coming up fast, Commodore are obviously very keen to have their share of the market. They have come up with very attractive packs based on the A600, and have slashed their CDTV prices by £100. They have also come up with another model, the A1200. I own a pretty basic A500 and to be honest all these changes have left me a bit worried: has the A500 still got some life in it? The last thing I want to see is it flushed from the scene as 8bits are now. So: 1. Are A500 and A600 games all compatible? 2. Will A1200 games be compatible with A500 games? 3. Will software houses ignore the A500 and concentrate on the newer machines? 4. Do you think CDs pose a threat to disks?

sure that the fact that the A1200 is 32-bit is a pointer to the future. Unfortunately, the 16-bit market is in about the same shape as the 8-bit market was when the Atari ST was released, and we all know what happened after that.

As for the other points: A500 and A600 games will not all be compatible. About 30% of A500 games will not work on the A1200. And which will those be? Nobody knows. You'll have to wait until Commodore or the software companies compile a list. And you can be sure that games written for the A1200 will not work on the A500 or A600.

Software companies will probably be making plans about the A1200 after Christmas, when they've seen how it does. But you can be sure that the A500, squeezed between the A1200 and the Super Nintendos and the MegaDrives, really hasn't got a long term future.

As for whether CDs pose a threat to disks - well, if you mean hard disks, within the next couple of years - no, but after that, I'd put a tenner on CD-ROMs. letters published in both on a regular basis.

So a child of five can write my letters? Well then James, if I send my ideas to you will you write them out for me?

There's nothing more childish than his 'I don't like him so don't print his letters' attitude and this is going to get him nowhere in life. (Steady on! I can't see the Civil Service for example waving a copy of Amiga Action under his nose in ten years time and refusing him a job! - Ed.)

If James (or for any other readers for that matter) do not wish to read my letters, THEN DON'TI Perhaps I should state now that I've had ALL my letters published on my own merit and NOT because I know

# Violence

I am the mother of a lad who is badgering me constantly to get him an Amiga for his Christmas present. There are a couple of points which I would like to ask you:

The price of the Amiga seems a little high compared to the Super NES. Do you think it would be a better move buying a SNES then, as my budget is going to be a bit limited this Christmas?

Secondly, many of these games seem to be rather violent. I'm not happy about giving my son these sorts of games, but I'm interested in your opinion on the matter.

#### S. McDonald, Cardiff.

Well, those are two tricky ones. Firstly, although you might think I'd be biased towards the Amiga, the SNES prices do look attractive, and it is a good games machine. However, there are some factors which can bump up the total price that you may not be aware of Although the price of the Amiga may seem a little high, the price of the software is comparatively cheap. This is not the case for the consoles. If you buy a SNES with Streetfighter 2, there's an even chance that by New Year's Day, your son will be crying out for another game. If so, you'll have to be prepared to shell out anything between £50-60. You can see that if you're spending that sort of money on a regular basis, the costs soon start to dwarf that of the Amiga. On the violence point, while it is true that many games could be considered violent, there are many that are not. One of the best selling games ever, Tetris, hasn't a hint of the stuff. So, like renting a video cassette, the choice is up to you. Besides, much of the violence has a cartoon like quality, which may be something else to consider.

#### Vincent Chuilon, Harwell.

We've had a few letters on the above theme, as you can probably guess. To answer the above points first: Basically, the A500's days are numbered. How long it lasts depends very much on how well it sells, and this Christmas will be a vital deciding point. As for Amigas going the way of 8-bits - well, that's harder to tell, but you can be

a loting on co horro.

#### Streetfighter frightener

I am writing to you on the subject of Streetfighter II. I was just wondering if Streetfighter II will be the Champion Edition where you can play the bosses. Please answer this letter as it is driving me insane.

Dean Ealey, Liverpool.

The quick answer is No!

#### Hardy Boy Blast

I read with interest the letter by James Redburn in last month's issue of Amiga Action and I must admit that I have not laughed out loud as much in ages!

What does he mean that I have recently been ousted from other magazines? If he referring to either The One or Amiga Power, it may interest him to know (if he was man enough to look) that I am still having my



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somebody in the magazine industry. If people like James Redburn wrote lots of interesting letters then they might have most of them printed too!

Instead, James merely writes feeble insults about my middle name (all of them unjustified) and if he really wants to know what it is, then tough, he'll have to work it out for himself.

I've chastised the kid enough. He's entitled to his own opinion as much as anyone else, but I just hope he grows up before sending in his next letter, because then it might be of some interest - just like mine!

#### Stuart N. Hardy, Sheffield.

Hmmmm... Looks like I can see a fight coming. Ah well, boys will be boys.

#### Why Oh Why?

companies don't send us the stuff in time. In the case of Arsenal, Thalamus have pushed back the release date by a month to finish development work, so hopefully we'll get it for the next issue. But remember, there's nothing to stop you checking the mag at the newsagents before you buy it!

On other occasions, we might not print stuff because of the deadlines we have to work to. You'll remember we promised a new Buyer's Guide, ranked like a Super League. We're still working on this, but have had to put it back to the next issue because of the inevitable rush we experience in putting the magazine together during the Christmas period.

But rest assured, we do try to keep our promises to you!

#### **Not Sensible**

I am writing to complain about the spelling of Sensible Soccer on the GTGA booklet you gave away with the last issue. Everyone knows it's spelled 'Sensible' and not 'Senbible', so is this another example of the Amiga Action team's wellknown bias towards a certain footy game, and against the outrageously good 'Senbible'? occurred in the free book given away last issue. Everyone knows that Christianity is a dying religion, so surely it would have been better to use the word 'Torah' to reflect the dynamic growth in Judaism over the last decade? Please ensure that you accurately reflect the religious mix of the World's population in all future spelling mistakes.

#### James Parker, Woking.

Sorry about that. We will ensure all future mistakes are utterly incomprehensible and bear no resemblance to any religion, living, dead or in a 1000 year cyclic period of rebirth.

#### Shifty Subs

After recently looking in the December '92 issue at the subscriptions pages, I have a few questions:

1) On page 60, the mag



I have just gone out to buy Amiga Action because I particularly wanted to see your review of Arsenal -The Computer Game, which you said would be in the December issue. It wasn't, which meant £3.50 that I spent to see a review of the game was partly wasted.

I really wanted to see the review because I am an Arsenal fan, which make it even more of a necessity for my games collection.

I do buy Amiga Action because I think it's the best computer magazine, but when you say you are going to feature particular games, I feel it is misleading you haven't done so.

I would be grateful if you could tell me why the game wasn't reviewed and when it will be.

#### Benjamin Beckwith, London.

We're sorry if we sometimes promise games reviews and then don't print them, but this is invariably because software

#### Alex Bond (no relation), Taunton.

Ahem. Unfortunately, due to technical problems with one of our Macintoshes a day before we had to send the book to the printers, the odd error did slip through. But I would have thought Sensi Soccer fans everywhere would have been proud to have the title of the world's best-selling book and inspiration to millions incorporated into this religious experience of a footy game. Or something.

#### **Bible Bashing**

I am writing in to complain about the use of the word 'Bible' in the title to Sensible Soccer, which without coverdisks costs £23 per year. The mag with supposedly FREE disks costs a further £6. This seems to mean that the FREE disks actually cost £6?

2) On page 88, you say that you give a FREE £30 game when you subscribe for £39. When you take a look back to page 60, the subscription without the FREE £30 game is £10 cheaper. Does this really mean that the FREE £30 game costs £10?

#### Paul R. Bethell, Cumbria.

One of our staff members was nicked by our sister mag Bad Influence! to help launch it, which meant the odd mistake did slip in. Unfortunately we used an older ad and a newer ad by accident.

Send your letters to: Nick Merritt, Talkback, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

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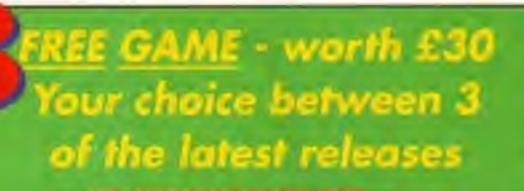
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#### WHAT IS CDTV?

Simply put, CDTV mixes CD sound and Amiga type software in one easily controlled unit, and allows you to "interact" with the results through your television. On the outside the CDTV Standalone Player is a sleek, elegant black box. Inside it contains the workings of the UK's most popular home computer, the Commodore Amiga, but with two major differences. Instead of a keyboard and mouse it uses a video style remote controller for simple operation and, instead of a hoppy disk drive. Inere's a compact disc drive.

#### MUSIC & SOFTWARE

As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga softwre, with thousands of Amiga programs available You also get much, much more - a CDTV Disc is equal to over 600 hoppy disks in capacity.

#### WHAT CAN IT DO?

With CDTV you can listen to your favounte pop group, look up history, play the latest arcade games, have a Karaoke night or learn French. In one unit, COTV carl do things you would otherwise need a video, CD player and computer to do! You can watch as Neil Armstrong walks on the moon, listen to him speak and read the fascinating details of how Apollo got there!

#### INTERACTIVE MOVIES

A new kind of movie; hi-fi sound tracks and moving pictures just like cinema films, but you determine the outcome and how the plot turns. out! Will Batman really save Gotham City? Interactive movies are set to arrive on a CDTV near you soon.

#### EDUCATION

With its huge storage capacity, colour graphics and easy control, CDTV is ideal for education. Levels from primary education to adult foreign language courses are available.

#### ENTERTAINMENT

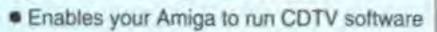
Packed with masses of colourful graphics, hi-fi sound and huge levels, CDTV games are set to dwarf their Amiga counterparts. The CDTV award winning version of Sim City for Instance, has 10 Megabytes of extra graphics, studio recorded sound for CD Audio

AMIGA A570 FOR THE A500 March 1 House Date appund the second second

HOME ENTERTAINMENT

The A570 is an essential add-on for your Amiga 500, CD-ROM is set to replace disks as the standard format for games and serious titles in the not too distant future. Most software companies have already announced plans to release CD versions of their sc/factore!

The sheer storage size of a CO (600 disks) means that using CD software is faster, gruptics are enhanced and game play is increased with bigger levels, more complex problems to polve and larger areas to explorer And, being compatible with audio CDs. the sound quality from CD games is unrivalled! Sim City for instance has over 10Mb of data for its graphics alone and £50 has music recorded in a studio! Silica's new low price of £299 means that there is no better time to buy the A570 and, with the award winning Sim City included FREE with every A570 from Silica, there's no better place to buy it from!



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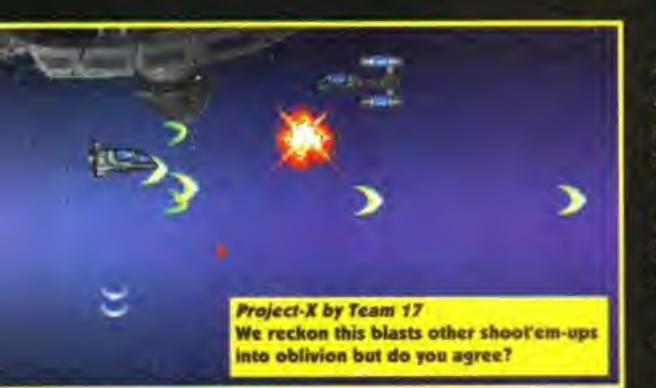
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# TA-RAAA.



nother year has finished, another 104 moaning and groaning episodes of EastEnders has passed by and we all have the odd one or two Sinbad movie repeats to look forward to over Christmas.

Now then, now then, now then! What's all this then? Well, we thought it was only fair that you have your say about 1992. It's a big task but somebody's got to do it. (You don't actually have to but we'd like you to... if you don't mind... please.) us for the categories below by the 15th January, 1993. We'll then collate all the info, printing the results in the March issue of AA (on the shelves in February). So here goes...

- 1. Most Wonderful Game Of 1992.
- 2. Most Gruesome Game of 1992.
- 3. Which game made you utter, "Gosh! What fantastic graphics"?
- 4. Which game made you yell, "Wow! That's what I call music to my ears"?
- 5. Best racing game.
- 6. Best adventure game.
- 7. Best arcade adventure game.
- 8. Best RPG.
- 9. Best sports game.
- 10. Best simulation.
- 11. Best shoot'em-up.
- 12. Best puzzle game.
- 13. Best bat 'n' ball game.

Assassin by Team 17 A highly rated platform game but is it mighty enough to overcome Gremlin's best-selling Lool?

Everyone who sends in their votes will be entered into a draw. One lucky person will win a game of their choice - generous, eh? So start scribbling and we look forward to hearing from you!

Send your entries to Amiga Action 1992 Votes, Europa House, Adlington Park, Macclesfield, SK10 4NP.

> Left: Monkey Island 9 by US Gold Challenging for Adveture Game of the Year but up against Virgin's Legend of Kyrandia and Lure of the Temptress.

And we're not asking you to tell us where you were when Frank Bough was caught with his leather suspenders down, because we believe you really were helplessly swept along in the heat of the moment.

All we ask is that you send your votes in to

- 14. Funkiest computer character of the year.
- 15. Most overrated game of the year.
- 16. Most underrated game of the year.
- 17. Software publisher of the year.
- 18. Fascist neo-Nazi pig of the year.
- 19. Most luscious, lovely person on the planet during 1992.
- 20. Most embarrassing thing you got up to during 1992.



No Second Prize by Thalion A surprise attack against Gremlin's racing supremacy. Has it upstaged Lotus III?

The Las	st Word	Dynablaster by Ubi Soft A clear contender for
1	11	Game of the Year. Great multi-player action of explosive proportions.
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# Can you boggle the Boggit with your deep

and meaningful questions? Or will he have all the answers? What do you think?

s it raining where you are now? Are the dark curtains of Winter drawing in around the house and shutting out the memories of the Summer? Take heart for there is a place where the Winter's chill never reaches. Here in the Great Wood Winter is banished and the sun's rays continually shine through the leafy trees to fill your eyes with sparkling sunbeams and warm your heart.





Of course Christmas Day is an exception for then it is allowed to snow, but it's got to be crisp and white, and it's all got to be gone by Boxing Day.

#### **Future Show.**

What do you want from a Computer Show? Do you go looking for a bargain or do you make the journey to view what's new in the world of hardware and software entertainment? Lately the shows have simply become a huge shop where you can pick up floppy disk labels and pens that can write upside down in six. fathoms of water.

Last month I packed my plastic carrier bag with mutton pies and made the long trip by cart through the Great Wood and up to the city to visit the Future Show. I was very pleased to find that this particular show was a well balanced mixture of bargains and exhibitions which mode the trip really worthwhile.

For the first time I managed to kick my

If you're exploring my domain, you can't expect to get through it without a sword by your side and quips about Frenchmen on your tongue. Bet you can't guess where this screenshot came from?

way to the front of a queue which allowed you to have a quick blast in a Virtual Reality mochine. It wasn't as exciting as I had hoped it would be, but it certainly has possibilities. The screen is still too small to give you the feeling of being there, but once they solve that problem, things will start to get really exciting.

Of course the majority of the show was comprised of Sega and Nintendo stands zopping and blasting their brains out. When I'm in a good mood I can tolerate arcade freaks for a little while, but I just wish someone would explain to them that

the peak of a baseball cap is supposed to be at the front of their heads!

I enjoyed riding in the 12-seater simulators but I should warn you that these should be avoided if you have drunk a bottle of spiced elderberry wine beforehand. It looked like an abattoir when I got out!

I did see droves of humans struggling through the crowds clutching Amiga 1200s to their chests, so it looks as if the new machine has caught the imagination of the punters. It's faster, has more colours, and is only a little more expensive than the

#### A600, so it is sure to sell well.

The one piece of technology which still refuses to sell is the CD ROM drive. Interested crowds were clustered around one which was displaying an impressive dema, but that is just the trouble with it. The only things which are worth seeing on the machine are demos. There are no games or other pieces of useful software which the public desperately want and which is only available on the CD ROM. Who is going to buy a CD ROM to play Lemmings when they can play the game equally well on the computer they already own?

# **BOGGIT'S** MAILBAG

#### **Making the right moves** in EOB II.

I have just fought and finally beaten the dragon in Eye of the Beholder II. I have watched the light break over Darkmoon and witnessed the final destruction of the temple by Khelben's mages. It's a good end sequence!

However, there remains a couple of questions to which I seek answers. In the final tower where Dran resides, in a lower room with all the moving walls, there is a force field with a corridor turning left beyond. I never worked out how to open this area.

Again in the final tower, just before going up the flight of stairs to confront Dran, a dying mage leaves a holy stone symbol. I did not encounter a portal in an area of the game accessible from this point. Perhaps having killed the dragon I've lost the motivation to apply my little grey cells sufficiently!

A picture is worth a thousand words, From your letter I don't really know where you are stuck. I know you are on Level One of the Crimson Tower, but I'm not sure which force wall you speak of.

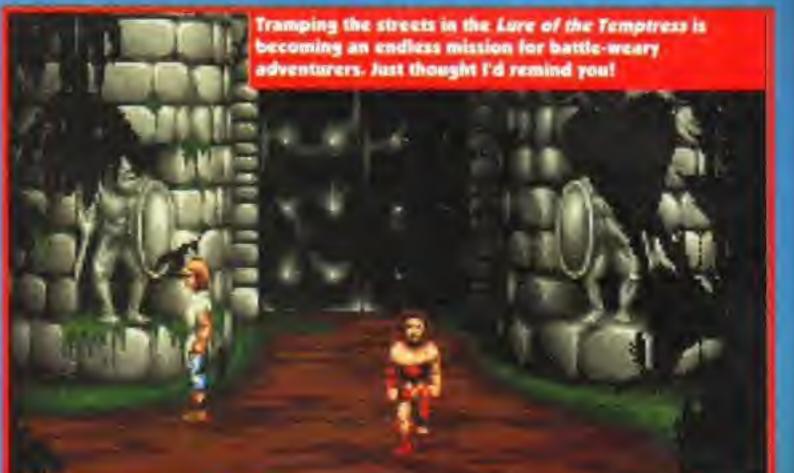
There are two red disks on the wall in this area which causes force walls to appear and disappear, so I assume you are talking about those. If you spin both

disks so that their notches are both to the right then one wall of force disappears.

Spinning the disks to put both notches down gets rid of another wall. Finally spinning the disks so that both notches are up gets rid of the last wall. Good, eh?

I have searched beneath my cot for the EOB II map scrolls which I stuffed there, (I also found my old lollipop, so thanks very much!) and looked for a magic portal which needs the stone cross, but I couldn't spot one either. One piece of helpful advice I will give to heroes arriving at the entrance to Level Two of the Crimson Tower is to rest before you enter it. Resting your party inside the level causes extra mind flayers to be generated.

I know naught of an EOB III game which is probably just as well because I'm still recovering from the last one!



get. I like the looks of most of them, so I haven't got a clue.

S. Yardham. Southampton.

I recall that I too had trouble with that miserable specimen of a monster. There is no

# **BOGGIT'S**

For the last couple of months nothing seems to have met with the approval of our grumpy guru, but at last he has uncovered a sparkling gem in his postbag.

#### The Legend of Kyrandia Virgin Software.

Finally, having battled through EOBI and II, I really feel quite attached to my party of heroes. Is there any word yet of an EOB III?

P. Woods, Cleveland.

100

Lost in the Jungle? Stuck up a banana tree looking for the Swordmaster? Follow Boggit's instructions and you'll soon uncover this dangerous cove's hidden lair.

#### Lure of the Temptress.

After writing to you before, I have great hopes that you may be able to answer another one of my questions (I'm not French by the way). I am stuck in the caves of Lure of the Temptress.

Every time I try to get past the dragon guard I get killed no matter how many defend or attack moves I make. I would also like some advice on what Role Playing Game I should



I don't mind emeralds as they tend to blend in with the grass and the bushes. On the other hand, rubies and gold nuggets lying around on the ground are a real pain because they spoil the look of the garden. They also attract hordes of adventurers who scrabble about in the flowerbeds and trample my petunias. It's not all fun and elderberry wine living here in the Great Wood you know. I'm unfortunately condemned to spend hours picking up glittering stones and pieces. of gold which the rain washes out of the forest soil. What a life!

I thought that my problems with precious stones was peculiar to the Great Wood until I took a trip to Kyrandia this month and found out that they have just the same trouble. Beautiful forests bursting with blooms, plus rose bushes glittering with diamonds. It made me feel quite at home. The place is filled with wizards, dragons and magic and looks very pretty. The animation and sound effects are top class, and the puzzles are not too difficult.

Having created this fabled land, the game writers decided all that was needed to complete the package was a young hero who would set out on a quest. What a pity they picked some street-wise, smart-alec from a Los Angles suburb to be their prince.

Unfortunately someone out there has decided that all new adventures must be humorous, but whereas Guybrush

easy answer to your question. You've either gat lightning reactions and split second timing like me or you haven't.

Obviously you have the reactions of a striking slug! I think I simply decided to abandon all subtlety and just go for the brute.

In the matter of suitable RPGs, I suggest you avoid the 'real-time' games which require fast action, I you being a slug and all) and instead go for a game such as Crusaders of the Dark Savant from U.S. Gold. I prophecise that this game will be a 'big' hit. At the time of writing this scroll, the Amiga version has not actually hit the shops, but I am absolutely sure it will be available by Christmas.

If for some reason it isn't, you can pick up Might and Magic II for a budget price - I've seen it advertised for a fiver! Then again, the twin pack of Dungeon Master and Chaos Strikes Back should also be available from Psygnosis and that's something everyone should have a copy of. The Dungeon Master series does require you to move your fingers

# BOUQUET

Threepwood's camical observations in Mankey Island were amusing, this guy's witticisms are infantile and out of character.

There are a number of tricky puzzles at the start of the game, and the first of these is trying to install it or your hard disk. Typically, the documentation makes no mention of the fact that you can install it on a hard disk so you are left wondering if it is even possible. If you 'open' the floppy disk on your workbench, (and I don't mean prise it open with pliers!) you'll see on 'Install' icon which you'll probably 'double-click'. fairly rapidly on occasions, but it's child's play compared with arcade action speeds.

#### A Bottle of the Right Stuff for Indy Jones.

Dear Boggit, please help me with Indy Jones and the Last Crusade. I have the Grail diary, the book on flying and the book from the chest in Henry's room.

I have entered the library in Venice and broken through the 'V' slab in the floor with the metal post, but here it seems my quest has ended as I don't have a torch. Please help me find one as I like the look of the game so far.

V. Mills, Eastleigh.

Well I'm not surprised that you like the look of the game as I thought it was one of the best adventure games I had seen up until then. You might also be interested to know that I think the next Indy adventure (Fate of Atlantis) will be the best adventure since then.

The good but confusing thing about this game is that there is more than one solution to many of the problems. The torch you want is the one which is stuck to the wall with a lump. of mud. To get the torch you must first wet the dry mud to loosen it. What is needed is the empty wine bottle from the cafe beside the library. There is a ladder which leads up through a manhole cover to the cafe above. You get the bottle by telling the man that it is a lousy vintage. Take the bottle to the underground lake and fill it with water. The library contains more than one useful book which you can 'borrow'. You'll find that a copy of Hitler's Mein Kampf is also available. I've never read the book myself because it's. written in German, but from the title I assume it's about 'Kamping' and Boy Scouts. I have seen pictures of Hitler wearing 'long shorts' and wearing silly hats. Perhaps if you read it, it will help you to 'Be Prepared'.

computer explodes, operate Otto. Once you have finished fighting use the compact disk on the laser reader.

#### Conning the Shopkeeper in Monkey Island II.

I am writing about the directions you gave previously to find the Swordmaster in Monkey Island II. An easier way to find the Swordmaster is to ask the shopkeeper and when he leaves you just follow him.

Another hint concerning the shopkeeper is to ask him about the credit note, then watch the movement he makes with the safe handle. He won't give you the note, so just ask him about the Swordmaster again and when he leaves push and pull the safe handle in the same way. Please send me a prize. Remember, many innocents died to send you this information.

#### Christopher Cook, Chislehurst.

Yeah, and many little devils got a gruesome thick lip for being so cheeky!

# **Kwik Kwip**

Did you know that I have invented a shampoo for busy Frenchmon?

It's simply called - "Wash 'n' Bog Off!"

This will appear to begin installing the game but soon it will halt and inform you that you do not have enough room on your disk to carry out the installation.

If you are a foolish mortal you will start deleting files from your hard disk to make some room and then retry the install command. Sure enough you will get the same error message. Eventually, when you have emptied your hard disk, you will finally realise that the stupid program is attempting to install the game onto the floppy disk where the original files are.

Bon't waste time shedding a tear for the landscape in Ryrandia but place a tear in the bark of the rotten willow tree to cure it of the evil spell.



#### **Operation Stealth.**

I need your help with Operation Stealth. I can get into the Control Room after putting the electric razor in the wastepaper basket to create a diversion, but what do I do then? I have been stuck here for five weeks! If you can help me I will be very grateful.

**Robert Flemming, Surrey.** 

Well I should think you will be very grateful to get out of there after being stuck for five weeks. What have you been using for a toilet? I would think all of your pockets would be full by now! (I've just had a thought, did you wash your hands before writing to me?)

Use the razor on the wastepaper basket and then go to the exit on the right. Wait for the message from the razor, 'Explode, one, two..' As soon as the message appears, use the cigarette (red) on the computer. As soon as the

#### Curse of the Azure Bonds.

I've got some hints for Curse of the Azure Bonds for you. Remove your bonds in this order:- Tilverton (Fire Knives), Yulash (Moander), Hap (Dracandross), Zhentil Keep (Fzoul/Dexam the Beholder) and finally Tyranthrxus at Myth Dranor.

In Yulash, use the Wand of Defoliation by the cleric's body on Moader and his plantbased creatures. Make sure there is a female in your party as when you are in the caves near Hap you can join a band called Swanmays (by going left when you enter, then left and right until you meet a woman with a curiously funny hair-do). This will guarantee you get a reward when you return. Go back to the caves when you have killed Dtacandros.

Also remember to check all the pots in the Salamander's room as one contains an extremely useful sword called Dragon Slayer.

When in Myth Dranor look out for Rakshasa. He is in disguise, but you can trust the one you first meet on entering the second section.

If you wish to avoid combat with Thrikreen (if you want to be soft, that is) tell them you serve the Tyranthraxus.

Before you enter for the final confrontation

with Tyranthraxus, cast a lot of good magic on your party including Haste. Once into combat spread your party out, send an invisible Ranger around to attack Tyranthraxus and repeatedly hit the margoyles and the priests with fireballs.

P.S. If anyone knows how to get down that blasted tunnel in the dark Elven caves, TELL ME!

#### C. Roberts, Wrexham.

I'm afraid I don't know what your problem with the tunnel is. According to my scribbled scrolls there were lots of monsters to defeat, but there was no particular problems to solve. From the point which says, "Great Danger Ahead" you really should save the game and rest up. Memorise all your spells and be prepared to save your game every time you make some progress.

#### Stopping the Bloodsuckers in Elvira II.

I'm no genius when it comes to solving adventure games, but I admit that I am addicted to them and have been known to have my moments of inspiration when it comes to solving a particularly sneaky puzzle that some nasty sadistic programmer has included in his adventure.

However I am totally stuck in Elvira - Jaws of Ceberus. Whenever I go into the attic at the top of the stairs (where else would an attic be you dodo! - Bogg.) I get killed by the Dracula-type vampire. I have tried to cast every available spell I can muster, but to no avail.

As you have such wondrous knowledge beyond all understanding (snigger), please tell me how to rid myself of this vampire and I will promise to read Amiga Action for ever and ever. (Well... almost.)

#### Ken Green, Northwich.

I saw the box containing the game Jaws of Cerberus, but I didn't take it because I thought it was a packet of salt. I have also seen the gruesome screenshots which come from it and they were so full of blood and guts that I decided that they might affect my cheerful disposition if I played with it.

There is a musical answer to the vampire problem. Use the tuning fork, and the high pitched note that it gives out will shatter the glass in the skylight and kill the blood-sucking monster. Pretty obvious I thought.

#### Top Ten List.

Here is my Top Five Adventures.

- 1. Secret of Monkey Island.
- 2. Secret of Monkey Island II.
- 3. Indiana Jones and the Last Crusade.
- 4. Rise of the Dragon.
- 5. Zak McKracken and the Alien Mindbenders.

David Arnholm, Maglebraende.

#### Forcing your way into Drakkhen.

Prince as he's not important at this point. When you arrive at the palace you must quickly nip inside and operate the symbol which you will find on the right of the doorway as this shuts off the force field.

I agree that you got a bargain with *Captive* as it really is a great game. I did think that things were getting a bit too tricky when the dragons on rocket bikes arrived, but needless to say I defeated them eventually. But then you never doubted that I would, did you?

# **Kwik Kwip**

 Knock, knock.
 Who's there?
 C'est moi une French Person.
 Well Bogg Off!

#### When is the Knightmare's Well not Well?

I bought Knightmare after having read about it in your column and now I'm in the Quest for the Sword. While everybody else is apparently having having problems flicking switches somewhere on Quest Four, I'm on the second level. Having failed to solve the riddle of the well I just moved on looking for monsters to zap. I've found some keys, but after opening doors and zapping around the portals I have used up my last key only to find that I need another. What is the answer to the riddle. I would also like to know if Bane of the

First of all, I can promise you that Elvira is not French. Instead, she is a warm-blooded, big-bosomed American beauty who admires me greatly. Could you help an elderly adventurer? I would like some help with Drakkhen, (pause while Boggit falls about in hysterical laughter).

I have taken the bad news to Prince Hordtkhen regarding his sister. Now he has sent me to sort out Prince Haagkkan and the human. I can find no trace of this Prince but have found his sister. Now is this a typical piece of French trickery or have I messed it up?

When I go to the Princess's palace, although I have placated the grunting guards by telling them what nice chaps they are, I just can't break the force field to explore any further, so I am stuck in the entrance hall.

I have just bought Captive for £6.99, don't you think that's a bargain?

Yours is the best column in any context magazine. Good luck and lots of local me ad mutton pies.

#### E Cussell, Margate.

Norma't I worn my gu Ide you about these in masterpieces? Inhts I should you to stew you to stew you to stew you that's French to a cock-up). Don't worry about the lost



If you like the French BAT adventure, keep a look out for BAT II which has just been released. Needless to say Boggit is really looking forward to giving it a fair review!



Source Period is the proof dealer model intermentation between periods. An one function to also model from periods and the periods for model from the second second for the second second second second second for the model observations.

F.3. Lemi from Denmark which is MOT and neuror will be part of France and Iterefore I would prefer not to be associated with any of the Mad Frenchmen which I believe are in the game. And yes, all Frenchmen are mad!

P.P.S. Don't eat the goose which delivers this air mail letter or you won't get any more mail from over here.

#### Tomas Krag, Denmark.

If something is not 'well' then it is sick! The well needs to be cured by using the magical Heal Stone before it can lower you down to the next area. I suspect that this will not solve your problem because if you still need a key upstairs then you are not going to find it by going down the well. You probably haven't even found the Heal Stone yet.

Did you find your way through the transporter rooms and get the two keys that are in there (N,N,W,S,N,E,S,W)? Did you get the coin from the jester by throwing the Funny Stick at him? There are also a couple of sneaky door switches on this level in the shape of skulls which are difficult to spot.

I too have played some of the Bards Tale games and I must confess that they didn't grab my interest either.

They did have the interest of developing your characters, but the view of the surrounding world was small and crude, (a bit like me I suppose!) The control over the characters was also very basic.

Bane is a nice compromise between the two game types because it has much better graphics and sound, and it has lots of really interesting menus to help you develop and control your characters. Believe me Lam not a fan of armour-class statistics or boring tables, so it I got hooked by it then most other adventurers will too. Another important point is that there are many handicapped people who love RPGs but they can't handle the fast action required in real-time situations. Games like Bane could well be a perfect solution for them.

you rush off from your tiny flat in Rise of the Dragon check out the bathroom cabinet for an innocent ooking spray can which has a devastating effect.

7/31 12:05

her? Still got it? If not get another one from her. Now go to Phatt Island and find the wanted poster on the wall. 'Use' the leaflet on the poster so that it now has a picture of her instead of Guybrush. Leave the island again and Kate will be arrested. I'm hoping for a big reward!

you are human. It is a well known fact that humans don't spend enough time in the bathroom (especially the French). I wash and change my underwear every month whether I need to or not.

Having said all that, we have been promised that the next game in the series will be even better - Crusaders of the Dark Savant so why not by that one first?

#### lore Monkey business Monkey Island II.

bring with this ferm; a little bad news and ome good new

The good riters is that the 'beautiful, blueeyed blande' Alisen who wrole to you in the Nevember issue can rolax for I know the answer to her problem. (Dream on laddie, it was me she wrote to - Bogg.)

The bod news is far the person who sent you the original solution as they obviously copied it from that which was published in the ill-fand ACE magazine.

Arryway here is the carrect solution to the problem of getting Kate arrested. Remember the luaflet with the picture of Captain Kate on it which she gives you when you first meet

#### Leo Pitt, Surrey.

It's not fair. When people write and say that they are hoping for a big reward I get my fun out of disappointing them. Now you come along with the correct answer and ask for something. Okay, I will send you a prezzie, but don't expect me to be happy about it.

#### **Rise of the Dragon.**

I have managed to complete Rise of the Drogon, but in the process I get the girl Koryn killed, (which rather defeats the object). Is it possible to save the city and the girl? I have collected the screwdriver and a bunch of wires. I have also shut off the security system although the receptionist does reset it later.

I can tell you in response to Martin Fellas's latter (Issue 38) that the Mayor gives you the LAPD pass. You must give him the video tape then refuse to help him when he asks you to investigate further.

He will then persuade you by giving you the pass, allowing you to get some heavy weaponry from the police armoury.

James Kendall, Twickenham.

Your problem relates directly to the fact that

In your bathroom you would have found the Napent which can be used like a gun and deals very effectively with difficult people. To rescue Karyn you must first use the Napent on the receptionist to get her out of the way.

Now you can use the screwdriver on the bottom electrical panel in the Janitor's Closet. Get the wires and go through the left hand door to find the girl.

Place the wires over the girl and click. Magnify the collar on the girl and then remove the wires. There is a time-limit on this section, so get the lead out of your butt and move it.

Well I think I'll finish this scroll now as I'm not feeling all that great. I fear that it is true what is written in the old scrolls, 'Contact with humans can seriously damage your brain'. I will finish with this final piece of advice:-

Should you ever find yourself walking through the Great Wood and come upon a giant Blackthorn Tree with the door in the trunk opened invitingly, keep walking!

**Boggit's Domain**, The Old Blackthorn Tree, 29 Blackthorn Drive, Larkfield, Aylesford, Kent, ME20 6NR.

# THE WINNERS TAKE IT ALL

You may well have wondered just who those competition winners are. Why they win, where they live and how you can break into their house to nick their outrageously fine prizes. Well, we at Amiga Action are the people with the answers (to most of the above anyway), so read on to discover who won the



#### Sony Hi-Fi in the Beast III compo a couple of issues ago.

The runners-up, who all received a copy of Beast III, were as follows: lan Bearwood Stephan Boteman Kris Milne Roy Davies Carl Paddish Kevin Gentry Graham Chisnell Martin Smith Richard Cooke Greg Selentis. Congratulations to you all!

#### NEXT MONTH, WE'LL BE PRINTING THE WINNER OF THE RADIO SCANNER AND THE LIFETIME SUPPLY OF CHUPA CHUPS. NOW HERE ARE THE CANON CAMERA WINNERS:

The winners of the Canon Cameras, courtesy of Gremlin, are Francis D. Smith, Bolton; Nick Droper, Ampfield and Peter Blaamer, Leeds. The 10 runners-up are Adam Barry, Austrolia; Ian Maxwell, Scalland. Stephen Wheotcroft, Essex; P. Beal, Didcot; Charles Smith. Ayrshire; R.S. Caims, Eastney; Barry Dunne, Kent; Brian Bimle, Ilford; James Allen, Solihulf and G. Miles, Didcot. More on them next month!

# EDUCATED ANSWERS

Y es indeed! This man was responsible for depriving the rest of the country of the chance of winning a fabulous Sony Hi-Fi. His partner on the right, Andrew Bogue, is currently negotiating with Mr T. Bear on the chances of occasionally being able to play a few of his tapes on the thing. Oh, alright, the real winner was in fact Andrew Bogue himself. Andrew is a schoolteacher whose penance for various crimes committed in a previous life is to teach a class of nine year olds at Burlish Middle School in Stourport on Severn. He's been in teaching for a far too long 17 years and is a committed Boggit's fan. One has to ask how much punishment a human can withstand!

His sidekick, Teddy, has been used in many a classroom demonstration, although Andrew assures us he's never ritually disembowelled him as a warning about late homework.

If you can remember, we asked people to complete the following and particularly tricky tie-breaker: "I wish I was Fergie's shadow because..."

Andrew said "it might be 'andy to re-cover her after she'd been toed away" so we gave him the prize!

Anyway, congratulations to Andrew and we hope the Hi-Fi lives up to your expectations!

#### **QUALITY AMIGA PERIPHERALS** WITH A 2 YEAR WARBANTY

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PRODUCTS

Slica Systems are pleased to present the GVP range of peripherals. GVP are the world's largest third party manufacturer of peripherals for the Amiga range and have a replication for high specification, quality products. This company was founded only four years ago by a man who knows about the Amiga, Commodore's ex-Vice President of Technology, He. along with a team of Arriga expensinducing other ex-Commodore stall understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide perpherals that Amiga owners want they also ofter peace of mind, with a 2 year warranty on the products they manufacture. So, if you are looking for the very best in peripherals for your Amiga computer, look no turther than GVP.

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- 16MHz 80286 processor
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This powerful 286 emulator module simply plugs into the "mini-slot" of the GVP HD8+ of A530 (without

GVP's HD8- hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a fast action hard drive. RAM expansion capability custom 1111111111111111111 VLSI chip and FaaaSTROM SCSI driver, for unbeatable performance.

(the)

The HD8+ hard drive offers up to 8Mb of standard Internal Fast RAM expansion and the A530 Compo. up to 8Mb of 32-bit wide last RAM expansion. Both feature a SCSI controller, which supports up to 6 additional devices, and an Autobool/Game cut-off switch. Both are available in 80, 120 and 213Mb hard drive versions.

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68G

Which computer(s), if any, do you own?

Welcome once again to the best Buyer's Guide! Chock out what we think of all the older and new games...

# arcade adventure

BEAST III Psygnosis ARCADE ADVENTURE £25.99

Absolutely superb final instalment in the Beast series. But don't shout 'you utter Beast' too loudly at the screen or the neighbours will wonder what you're up to.

#### SWORD OF HONOUR Global ARCADE ADVENTURE £25.99

#### MERCENARY III

Novagen Software ARCADE ADVENTURE

More of the same in this 3D exploration game. A bit boring.

# THE RETURN OF

Starbyte And ADE ADVENTURE

Futures to stay well away.

#### EYE OF THE BEHOLDER II

US Gold ARCADE ADVENTURE

It's the sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. It's an absolute essential so flippin' well run to your software store and buy it now. Definitely numero uno.



BLACK CRYPT

£25.99

Electronic Arts ARCADE ADVENTURE

Has Dungeon Master met its

match? You decide with this

classic dungeon game. 🥌 🦯



#### D/GENERATION Mindscope ARCADE ADVENTURE

£25.99

Initially the graphics may not appeal, due to the fact that they're isometric. We assure you that after just a couple of gomes you'll be completely hooked.

#### INDIANA JONES AND THE FATE OF ATLANTIS

US Gold ARCADE ADVENTURE

Indiana Jones cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series. And you'd better not be afraid of snakes!

#### LORDS OF TIME



There are two ways to become a Ninja. One is to travel to Japan and spend 14 years tied to a wooden pale while everyone breaks paving stones over your head, the other is to buy this game. Put your feet up and enjoy the excellent graphics and amosphere.

#### ROBOCOP 3 Ocean ARCADE ADVENTURE

£25.99

A vector graphic arcade adventure where Chase HQ meets Operation Wolf in the only RoboCop gome truly worthy of acclaim.

#### ELF

Ccean ARCADE ADVENTURE

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean. And it's not a movie licence, either

#### THE NEVERENDING STORY II

#### E25.99 Linel ARCADE ADVENTURE Pass the sick bucket please. We're feeling quite ill...

# HARE RAISING

Disney Software ARCADE ADVENTURE £34.99

Roger Rabbit, what a guy, what a game, Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms topes with this one.

#### STORM MASTER

Silmarils ARCADE ADVENTURE

Very weird, very different strategy game. Nonetheless, an excellent release. Well worth the money.

#### ASHES OF EMPIRE

Mirage ARCADE ADVENTURE

Civil wars have never been so much fun! Basically a crossover of arcade adventure and strategy. Wicked man.

#### LEGEND

Mindscope ARCADE ADVENTURE

Dungeons and Dragons games tend to be too complex for the beginner, yet too easy for the expert. Not the case with Legend. Suave, fresh, cool. We like it.

#### Hollyware ARCADE ADVENTURE

Quit your job 'coz there's no way you'll ever want to go outside again. An excellent adventure [sic].

#### **GUY SPY**

E29.99

Some ace graphics don't really save this overpriced spy scenario.



#### WEEN -THE PROPHECY Coktel Vision ADVENTURE

#### £25.99

Very weird, very different game. Nonetheless, an excellent release. Well worth the money.



# THE LEGEND OF

## Virgin ADVENTURE

A great adventure but on nine disks? Aren't things are getting a bit out of hand...

# FLAMES OF

MicroProse ADVENTURE

#### £34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own



#### THE LOST TREASURES OF INFOCOM

Activision ADVENTURE

#### EN/A

Fantastic collection of some of the best text-based adventures around. Worth buying for the Hitchhiker's Guide alone.

#### WILLY BEAMISH

Dynamix ADVENTURE

#### £34.99

Cartoon-style point 'n' click game, excellent once you get into it but beware, without a hardnive you're wasting your time.

#### HEART OF CHINA Dynamix Adventure £34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this adventure game

#### CURSE OF ENCHANTIA

Core Design ADVENTURE

The best adventure game on the Amiga to date. So there

#### LEISURE SUIT LARRY 5

Sierra ADVENTURE

#### £34.99

The man in the dodgy suit is back, and he's still after one thing ourty fun. Adults only.

#### LURE OF THE TEMPTRESS

E29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this - it also has great gameplay if



#### AQUAVENTURA

Psygnosis SHOOT'EM-UP £25.99

A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventura and get that sinking feeling. Four years out of date and just too sluggist. It soon crashes into a watery grave.

#### CYBERBLAST

Innerprise Software SHOOT'EM-UP £25.99

Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

#### G-LOC US Gold SHOOT'EM-UP

#### £25.99

The F14 flight simulator without the simulator. A fighter plane shoot-'em up, nothing more, nothing less.



#### WOLFCHILD Core Design SHOOT'EM-UP £24.99

US Gold's disappointing Strider series might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot em-up.



ROBOZONE Image Works SHOOT'EM-UP £19.99 A blithering idiot of a game.

# SUPER SPACE

Domark SHOOT'EM-UP

#### £24.99

The classic game still retains its buzz. We like it for reasons other than the original creating the industry and giving us our jobs.

## AMNIOS

Psygnosis SHOOT'EM-UP £24.99

Multi-directional shoot'em-up with spectacular effects to offer you.

#### BAT II Ubi Soft ADVENTURE

If you're into difficult, lengthy adventures, the BAT men at Ubi Soft may have something for you. Climb into your adventuring trousers and check our an excellent product.

#### MONKEY ISLAND 2 US Gold ADVENTURE E 37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.







#### HOOK Ocean ADVENTURE £25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.

#### DUNE

Virgin ADVENTURE

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance

#### FASCINATION

E29.99

Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet

#### ALIEN STORM

US Gold SHOOT'EM-UP

It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

#### FIREFORCE

ICE SHOOT'EM-UP

If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

#### EPIC

Ocean SHOOT'EM-UP £29.99 It certainly is. Buy it. 59

WRECKERS Audiogenic SHOOT'EM-UP

£24.99 An intriguing storyline enhanced by atmospheric grophics is ruined by over-simplistic gameplay.

#### VIDEOKID

Gremlin SHOOT'EM-UP

Cuddly kid action with this platformy shooty number. A bit of an in-between game really.



FANTASTIC VOYAGE Centaur Software SHOOT'EM-UP £25.99

Novel approach to the shoot'emup genre, flying around the inside of a body in a mini sub destroying anti-bodies. Body good game.

#### RUBICON

21st Century Entertainment SHOOT'EM-UP £25.99

Superb graphics, decent sound sadly lacking in gameplay

Ocean SHOOT'EM-UP

£25.99 Aliens meets Operation Wolf

follow the straight & arrow

#### games have been regraded on

#### BONANZA BROTHERS US Gold SHOOT'EM-UP

Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.



#### STEVE McQUEEN -WESTPHASER

Loriciel SHOOT'EM-UP

Basically what you've got here is an enjoyable cowboys and injuns Operation Wolf rip-off.

#### ALCATRAZ

Infogrames SHOOT'EM-UP

Alcatraz has been converted into a hiding place for a top drug baron. Armed police must penatrate the prison and bring him to justice.



# Gremlin SPORTS SIMULATION

£25.99

This slide tackles other management sims off the pitch and avoids the red card by a wide margin. Excellent.

#### CALIFORNIA GAMES II US Gold SPORTS SIMULATION

I wish we could all be Californian. Erm, we'd rather bury ourselves in an ant hill. Certainly this game doesn't make us want to walk around in ridiculous clothes and start riots in Los Angeles.

#### CARL LEWIS CHALLENGE

E25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!



#### ESPANIA '92

E29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea and a good game.

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#### ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge SPORTS SIMULATION £25.99 Only so-so, even if you like cricket.

#### MICROPROSE GOLF

MicroProse SPORTS SIMULATION

#### £34.99

No detail overlooked in this 'almost as good as PGA' game. Good fun.



#### WAYNE GRETZKY ICE HOCKEY

Bethesda SPORTS SIMULATION

Basically Ice Hockey with a violent streak. Good unclean fun.

#### THE MANAGER

US Gold SPORTS SIMULATION £25.99 A football manager-type game.

## SUPER SOCCER

Starbyte SPORTS SIMULATION

You must be kidding. What a joke. At £26, we're not laughing.

#### PGA TOUR GOLF

Electronic Arts SPORTS SIMULATION

Golf is so boring... Zzzz. Uh, oh yes, one of the best golf sims available, but if you don't like golf, forget it.

#### JOHN BARNES EUROPEAN FOOTBALL

E25.99

Run of the mill football game. Although cheaper than buying Sky next year...

#### SUPER SKI 2 Microids SPORTS SIMULATION

#### **HOSTILE BREED**

#### Palace SHOOT'EM-UP

Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

#### THE OATH

Soundware SHOOT EM-UP

Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

#### PROJECT-X

Team 17 SHOOT'EM-UP £25.99

Truly explosive blast with superior graphics, sound and gameplay. It's so hard, you'll probably never finish it. But then, we're so hard, we did!



#### THE AQUATIC GAMES

Millenium SHOOT'EM-UP

Indeed, this game is a tad fishy. Not really up to the standard we've come to expect from James Pond, it seems like a bit of a space filler (Shouldn't that be 'plaice fillet'? -Hilarious Ed.)



#### Ocean SPORTS SIMULATION £24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. Most gruesome and one that Ocean should forget.

#### ARCHER MACLEAN'S POOL

E25.99

Ever been down the pub and groaned when someone fluffed a double into the middle pocket? Now you can do it at home and avoid buying the next round.

#### GRAHAM TAYLOR'S SOCCER CHALLENGE Krisolis SPORTS SIMULATION

£25.99

The Challenge is to guess how GT got the England Manager's job.

Loriciel SPORTS SIMULATION

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.



Several average wintry type sporting events in this middle of the road game.



#### **REBEL RACER**

Starbyte SPORTS SIMULATION

Tron light cycles ripoff on an original 3D tip. (What does that mean? Ed.) We like it - not a lot of other people will.

# CHAMPIONSHIP

Domark SPORTS SIMULATION

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there. Very in-depth and rewarding if you have the time and the inclination.

#### how they stand up to the newer ones

#### JOHN MADDEN'S ARMERICAN FOOTBALL

Electronic Arts SPORTS SIMULATION

American football games have been pretty dire but EA have changed all that! Buy it bit's absolutely faultless.



#### STRIKER Rage SPORTS SIMULATION £25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

#### SENSIBLE SOCCER

E25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this game is for you.

#### LINKS

should be more fun than this. I think. Somehow, this manages to make Ice Hockey look more like Curling. Dismal.

#### INTERNATIONAL SPORTS CHALLENGE Empire SPORTS SIMULATION

£29.99

Ace sports game for ace sports gamers. Lots of unusual features to keep you busy.

# MEGA SPORTS

£25.99

Lots to do here in this big sports collection. You wan't ever need to venture outside again.

#### TV SPORTS BASEBALL

Mindscape SPORTS SIMULATION

£29.99 Okay ball slugger 888

#### WINTER SUPER SPORTS

Flair SPORTS SIMULATION

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.



#### A320 AIRBUS

Thalion FUGHT SIMULATION £35.99

Never in my days have we played a passenger plane simulator as good as this. Forget bombing missions, this is more technical.



SHUTTLE Virgin FLIGHT SIMULATION £44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

#### A10 TANK KILLER V1.5

E34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

#### AIR SUPPORT

#### FORMULA 1 GRAND PRIX

MicroProse RACING

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

#### 4D SPORTS DRIVING

Mindscope RACING

£25.99

Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crapt

#### INDY HEAT

Storm RACING

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

#### RACE DRIVIN'

Domark RACING

£24.99

This game was unofficially sponsored by Lada (Joke). Scrap it.

#### **BIG RUN**

The Sales Curve RACING £25.99 It should have been re-titled Big Rip-off. Do not buy.

#### JAGUAR Core Design RACING

#### \_\_\_\_

Access SPORTS SIMULATION

#### £29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want? (How about a large sum of money!)



#### EUROPEAN FOOTBALL CHAMP

25.99

You may have seen this in the arcades... It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective (heh heh).

#### FACE OFFICE HOCKEY

Krisalis SPORTS SIMULATION £25.99 Oiling your body for combat

#### EUROPEAN CHAMPIONS

#### £25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

#### LIVERPOOL

Grandslam SPORTS SIMULATION





#### **RED BARON** Dynamix FLIGHT SIMULATION

£34.99

Fancy a fight? Crash and burn with this WW1 fighter sim. The game certainly did.

#### Psygnosis FUGHT SIMULATION £25.99 Who'd have thought a wine

Wha'd have thought a wire frame flight sim could be so good?



#### NIGEL MANSELL'S WORLD CHAM-PIONSHIP

#### Gremlin RACING

£29.99

The man Nigel lifted the trophy but this game fails to pip Lotus on the top place on the podium. Still, vroomingly good.

#### ROAD RASH

Electronic Arts RACING £25.99

A highly strange name for a game. Adrenaline junkies are in for some road racing fun.

#### RED ZONE Psygnosis RACING £25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you.

#### £25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.

#### VROOM

Lankhor RACING

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy. The best thing is Alain Prost doesn't appear.

# NO SECOND PRIZE

Thalion take all the awards in this excellent motorbike sim. Feel that throbbing between your legs as you mount this prize number.



#### LOTUS III THE ULTIMATE CHALLENGE

Gramlin RACING

#### 128.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



#### CRAZY CARS 3 Titus RACING £25.99 An improvement on the previous

Crazy Cars duo. Compares favourably with Jaguar and Lotos.



FIRST SAMURAI

beating your head against the wall in frustration. Boxing has never been so boring. Avoid it or you'll be sorry.

## MYTH

System 3 BEATIEM-UP

Freaky number with all the ingredients of an excellent game. Mix 'em all together, out in the oven for 30 mins and hey prestol





SIM EARTH Ocean STRATEGY £39.99

The manual for this took at least half a rainforest to make, so bear that in mind when you have to juggle the world's natural resources in this follow-up to Sim Ant.

# MEDIEVAL

Merit Software STRATEGY

Medival bow and swordsmen fight for land, castles and the like in this unimpressive game. We'd fight too if we were trapped in this turkey.

# CRIME CITY

£29.99

Nefarious dealings and shady underworld going ons in this strategy game. Plenty of James Bond thrills as well as a good healthy portion of death and destruction Fancy yourself as a Mafia man? Well this may well be your cup of cappucino. (Safer too. I think! – Ed.)



#### CAESAR Impressions STRATEGY

Not startlingly original but an excellent city sim set way back in the days of the Roman Empire. Seize (ar) it quick (groan)

#### VENGENCE OF EXCALIBUR

Virgin STRATEGY

#### £29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and guests to be undertaken.

#### DREADNOUGHTS

Turcan Research STRATEGY £29.99

3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here!

#### SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY

£24.99

Wooden armor and razor-sharp katanas meet horsemen with bows in this bland wargame.

#### FLOOR 13 Virgin STRATEGY

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10. Scary, sinister, frightning

Classy platform beat'em-up with some gorgeous grophics. Difficult to beat. Impossible to put down.

#### KNIGHTMARE

Mindscape BEAT'EM-UP

Not much to do with the TV program of the same name but this game will put down most others of the Dungeon Master genre.



#### **DOUBLE DRAGON 3**

Storm BEAT'EM-UP

#### £25.99

The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it - We don't care.

#### FINAL BLOW

Storm BEAT'EM-UP

The only way you're likely to get brain damage with this game is by



#### FORT APACHE

E29.99

Get off your horse and drink ya milk, plenty of that in this mediocre strategy war game

# FIGHTER

Impressions STRATEGY

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gadaffi's tent and all the other strategic targets, and go on interception missions – the lot. Underrated Strategy

# Linel STRATEGY

\$25.99

Being an interplantery trader can be a barrel of laughs. Not this time though. We think we'll stay at home and play with our toy cars.

#### CHESS CHAMPION 2175

Oxford Softworks STRATEGY £19.99 Nice version of chess, plenty of options.

## UTOPIA

Gremlin STRATEGY

#### \$29.99

Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



#### PERFECT GENERAL

Ubi Soft STRATEGY

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers.

#### SIMANT

Ocean STRATEGY

#### £34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you.

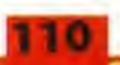
# CONFLICT KOREA

#### £29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything worth fighting over.

#### DISCOVERY IN THE STEPS OF COLUMBUS

Impressions STRATEGY £24.99 Oh, life on the ocean waves. Should've been better



#### art at top left corner and move eyes slowly over words, using le

#### VIKINGS Krisalis STRATEGY

£24.99

Strap on that horned helmet and go conquer the world! An okay strat game – at least you don't have to wear the ridiculous clothes.

#### WARRIORS OF RELEYNE

Impressions STRATEGY

£25.99

Standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

#### RAGNAROK

Mirage STRATEGY

Do the Loki Koki in this chess-type game based on the Viking legends. Meatheads can enjoy the gore while pretending to be intellectual.



AIR BUCKS

sadcases, this is a collection for you! Included are Storm Master, Crystals of Arboreo and the dodgy Dragon's Breath.

CIVILISATION MicroProse STRATEGY

134.99 Quite a super

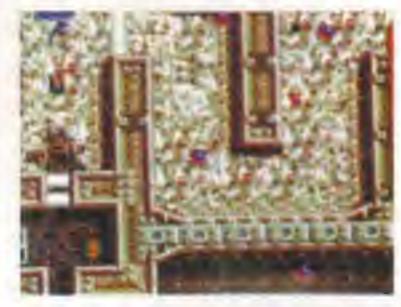
Quite a superb addition to the god business, from the game gods themselves



# arcade strategy

CYTRON Psygnosis ARCADE STRATEGY £25.99

The sort of game you'll soon be running errands for your mum to avoid playing. Best enroyed when you've nothing else to do





# Cean PLATFORM

£25.99

The male bonding duo, Riggs and Murtaug do their best to waste another few square kilometres of bustling metropolis in this film fiein. OK but sadly lacking in variety.

ASSASSIN

E25.99

Assassin exterminates all the competition in this beat'em-up platformer. Kick some ass in this fantastic game!



# MCDONALD'S LAND

A worrying new trend is stalking the world of computers. You thought product placement was bad enough in films - it hits the big time in this stomach churning release. Avoid like burger gherkin.

#### BABY JO Loriciel PLATFORM £25.99

At first it all seems terribly childish, but this emerges as one of those games that you can't put down.

#### HAGAR

Kingsoft PLATFORM

Basically a platform game, with nothing big or clever about it.No chants of 'Skol! Skol!' either.

#### CAPTAIN PLANET

Mindscape PLATFORM

Hmmm. An environmental game. Be Green – don't pollute your Amiga with this rubbish.

#### HARLEQUIN

Gremlin PLATFORM

Freaky diamond catsuits in this wickedly tricky platform game.



the of the well by drive on a statut

#### £25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.

# CELTIC LEGENDS

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



#### SABRE TEAM Krisalis STRATEGY

Throw away those sad copies of 'Macho Moron' magazine and get down to the next best thing. Be a SAS man and bring messages of peace and harmony the world.

#### MAGIC WORLDS

Daze Marketing STRATEGY £25.99 RPG warriors/ heroes/ villains/ GALACTIC EMPIRE Tomahawk ARCADE STRATEGY £25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

#### STRIKE FLEET Electronic Arts ARCADE STRATEGY

£25.99 Modern warfare sim that fails to

stay afloat.

#### RULES OF ENGAGEMENT Minderaft ARCADE STRATEGY

Great presentation, but the time delays on the Amiga make you want to bite bits out of a sofa. Far too slow and stressful for sofa lovers really.

#### SILLY PUTTY

System 3 PLATFORM £25.99

We all remember Silly Putty. You know, the squidgy stuff you could bounce, break and attempt to feed to the neighbour's dog. Well, it's back in this graphically excellent, although slightly sluggish game.



#### DOODLE BUG Core Design PLATFORM £25.99 Core slip up with this release. Sub Sonic in every sense

CAPTAIN DYNAMO CodeMasters PLATFORM £7.99 Well worth breaking into £10 for. We think it's dynamic. (Groan.)

#### HOP BANANA

#### Hex PLATFORM

With a title like that, how can it possibly fail? Quite drastically, as it turned out.

#### FIRE & ICE

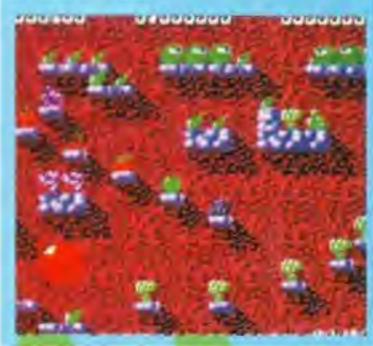
Renegade PLATFORM

Sigh, not another platform game... Erm, this one is different. Graphically excellent with great sound. An absolute gem.

#### FUZZBALL

System 3 PLATFORM

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant. Yeah!



side of brain to decipher...

#### PARASOL STARS

Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)



#### DELIVERANCE -STORM LORD 2

21st Century PLATFORM

Once again nice graphics and nice sound put this platform game up at the top with the big boys.

#### JIM POWER

E25.99

Fantastic gameplay and graphics really sell this amozing platform shoot'em-up game.

#### THE ADDAMS FAMILY

E25.99

#### **RISKY WOODS**

Electronic Arts/Dynamics PLATFORM £19.99 Slickly done. Nice one. 3%

UGH!

Play Byte PLATFORM

£25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department. For prehistoric cabbies only.

#### CRAZY SEASONS

E25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.



TINY SKWEEKS

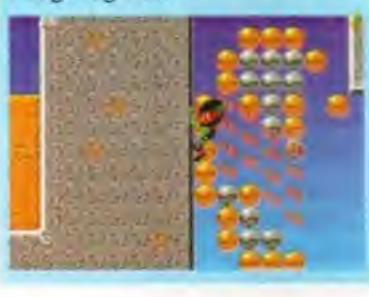
£26.99

You may puzzle. Like why is this game lacking in originality Ah well.

LOCOMOTION

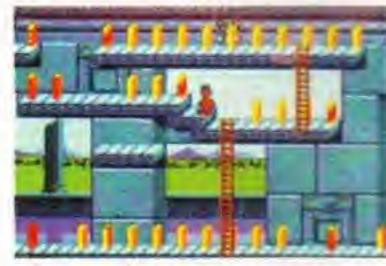
ZOOL Gremlin PLATFORM 525.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



#### PUSH OVER Ocean PUZZLE AND QUIZ £25.99

Interactive domine toppling, yep this game takes the P out of most



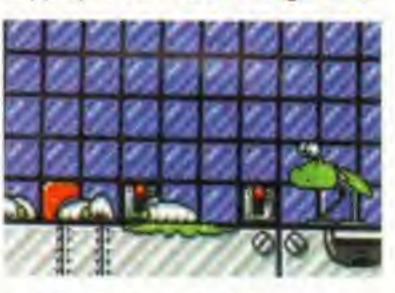
other puzzle games.

CATCH 'EM

irritating features. And that's just the elf who lives at the bottom of our gardens. (You feeling all right? - Concerned Ed.)

#### STEG

Code Masters PUZZLE AND QUIZ £7.99 Slippery fun with a cute slug.



SUPER TETRIS MicroProse PUZZLE AND QUIZ

Nice blockbusting work from MicroProse in this worthwhile update to the Tetris phenonmenon

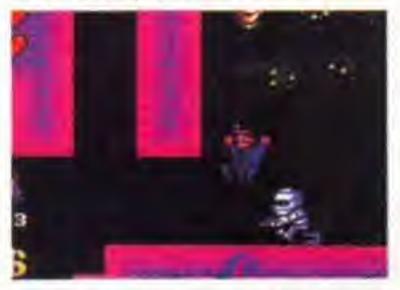
#### WIZKID

Ocean PUZZLE AND QUIZ

Great graphics and silly fun abound in this vegetable based game. Yes, we did say vegetable.

#### role playing

They're crazy and they're kooky. Yep, We're sure they are - over a thousand screens of platform fun, a must for all platform fans.



COOL CROC TWINS Arcade Masters PLATFORM £25.99

Why do I get wary when lovable green creatures with attitude start to appear? Call it Turtleitis.

#### DOJO DAN

Europress Softwore PLATFORM

#### £25.95

Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

#### HOI

Software Business PLATFORM £25.99

Don't expect much from these green screen heroes

#### £25.99

A train game with all the interest of a British Rail timetable.

#### TRODDLERS

The Sales Curve PUZZLE AND QUIZ £25.99

Don't be a Lemming! If you're going to throw yourself off a cliff, do it with style in this puzzle game.



Soundware PUZZLE AND QUIZ

An original computer version of an unoriginal game. Different.

#### CASTLE OF DOCTOR BRAIN

Sierra PUZZLE AND QUIZ

£34.99 Complicated, taxing, impressive. Puzzle fans will definitely be in

their element.

Prestige PUZZLE AND QUIZ

Dodgy game with puzzle elements thrown in for good measure.

#### PREMIERE

Core Design PLATFORM

#### £25.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?



#### BUGBOMBER Kingsoft PUZZLE AND QUIZ £24.99 Strangly addictive puzzle bomb'em- up. Check it out.

#### GOBLIIINS

E25.99

A tricky little number with a few



#### PALADIN II Impressions ROLE PLAYING

Graphically crude but excellent strategy number. Impressions come back to impress us after a shaky few months.



#### SHADOWORLDS

E25.99

Some frustrating moments but a generally good all-rounder.

#### **STARFLIGHT 2**

Electronic Arts ROLE PLAYING

There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.



#### don't forget the new combined super league

#### DUNGEON MASTER/CHAOS STRIKES BACK

Psygnosis ROLE PLAYING £25.99

A decent couple of titles that still stand up well today Brings out the devil in you...



#### THE LORD OF THE RINGS

Electronic Zoo ROLE PLAYING £25.99

Wasted opportunity to make good with an RPG. Cliched slow and pretty dire all round

#### SHADOWLANDS

Domark ROLE PLAYING £29.99

Overrated product where RPG stood for Rancid Putrid Game, Suspect - best avoided.

#### POOLS OF DARKNESS US Gold ROLE PLAYING £30.99

#### BANE OF THE COSMIC FORGE US Gold ROLE PLAYING

£37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

#### **MEGATRAVELLER 2** Empire ROLE PLAYING

£29.99

If RPGs are your thing, then you'll probably enjoy this. However, we found it rather too graphically crude and frustrating.

#### **MIGHT AND** MAGIC 3 LIS Gold ROLE PLAYING £40.99

Gigantic roleplaying game. Will appeal to all would be adventurers, although for too big for your novice player.



#### TREASURES OF THE SAVAGE FRONTIER US Gold ROLE PLAYING £32.99



#### **BUNNY BRICKS**

Doze BAT AND BALL £25.99

There are two ways to lose interest. One is to deposit a large sum of money in the Cayman Islands branch of Maxwell Plc, the other is to play this horrific creation for any time period over 2.5 seconds. Well, you can count us out.



#### PINBALL FANTASIES 21st Century Ent BAT AND BALL £27.99

It's about time we had another entry in this Bat and Ball section, and what a great release to put here too! The awesome sequel to the original. There isn't a cliche good enough to describe it. Superfunkycalifragisexi.



Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.



#### ISHAR Silmarils ROLE PLAYING £29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this roleplaying game become apparent, but are you willing to wait that long?



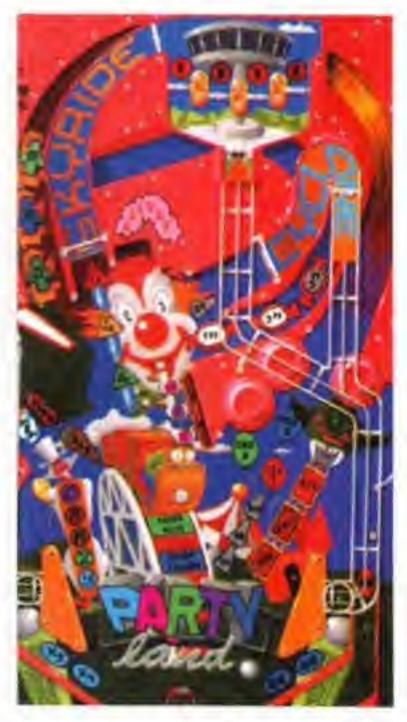
We'd rather bang rusty nails into walls with our heads than play this Dungeons and Dragons rip-off again. Definitely for fans or people with more money than sense. We never want to play this dreadful rip-off again.



#### AMBERSTAR Thalion ROLE PLAYING

£29.99

It's been a pretty lean time for decent RPGs this last few months, but Amberstar bursts on to the scene to put the rest to the sword. Not much cop graphicallyspeaking but some excellent gameplay makes this one worth catching hold of.

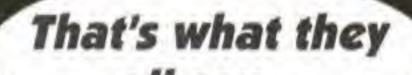


#### PINBALL DREAMS 21st Century BAT AND BALL £25.99

If you're the kind of drooling simpleton that runs to the new pinball machines down the arcade just because you fancy playing with little balls, this one is for people like yourself ...

buvers quide next month

Don't worry baby - I'm only going to read the new AMIGA ACTION to you!



all say...

# FRANKIE SAYS BUY THE NEW AMIGA ACTION. YOU KNOW IT'LL PUT COLOUR INTO YOUR LIFE!

And in the next AMIGA ACTION, expect to see under review:

OJOE & MAC OARMOUR-GEDDON II OWWF II OINDIANA JONES AND THE FATE OF ATLANTIS ADVENTURE.

Whatever you do, don't forget:

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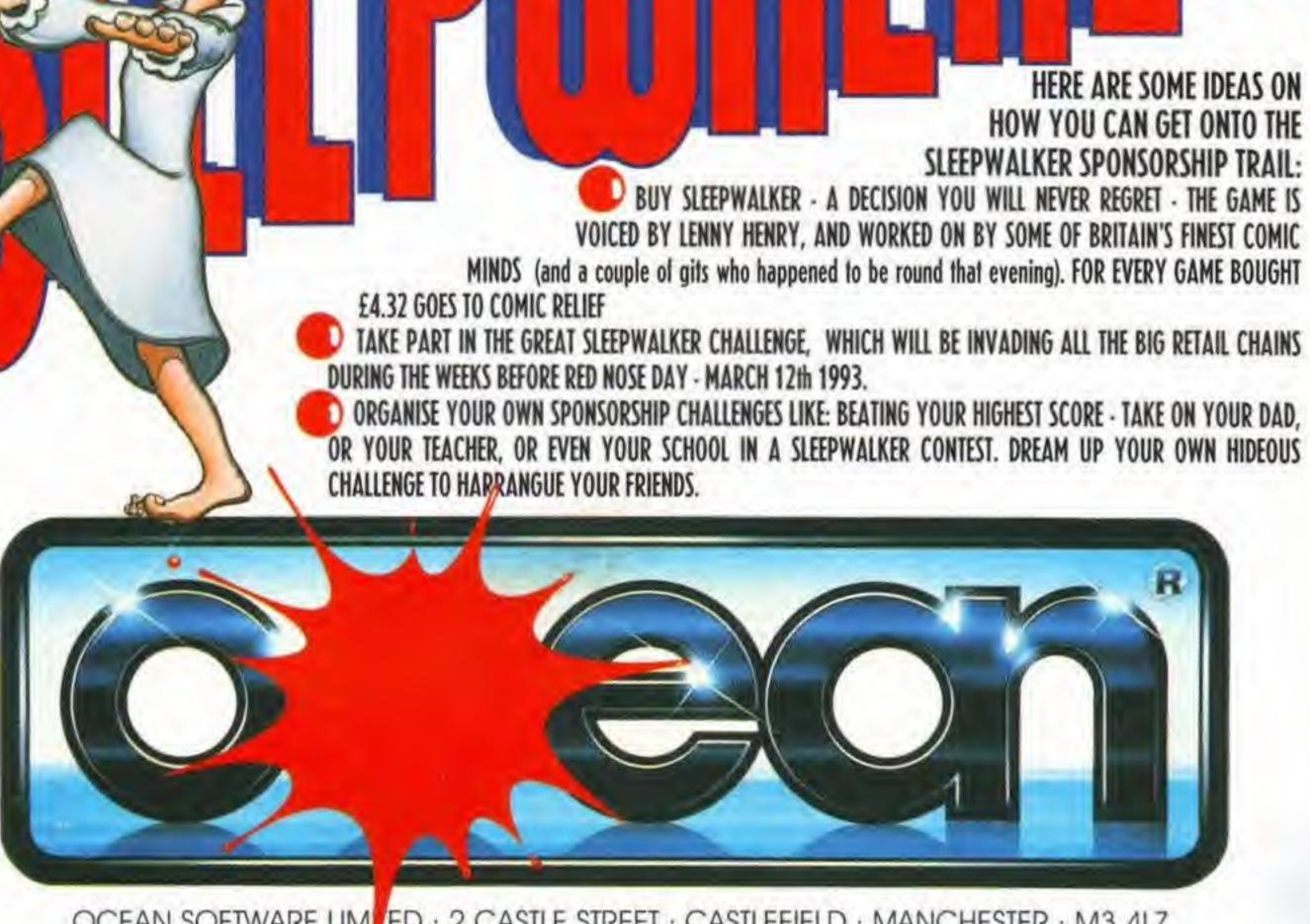
AMIGA
 ATARI ST

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CODEMASTERS

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